Contents

Preface xv

1 P. Bézier: How a Simple System Was Born 1

2 Introductory Material 13
- 2.1 Points and Vectors 13
- 2.2 Affine Maps 17
- 2.3 Linear Interpolation 19
- 2.4 Piecewise Linear Interpolation 22
- 2.5 Menelaos' Theorem 22
- 2.6 Function Spaces 24
- 2.7 Problems 26

3 The de Casteljau Algorithm 27
- 3.1 Parabolas 27
- 3.2 The de Casteljau Algorithm 29
- 3.3 Some Properties of Bézier Curves 30
- 3.4 Implementation 33
- 3.5 Problems 35

4 The Bernstein Form of a Bézier Curve 37
- 4.1 Bernstein Polynomials 37

4.2 Properties of Bézier Curves 40
4.3 The Derivative of a Bézier Curve 42
4.4 Higher Order Derivatives 44
4.5 Derivatives and the de Casteljau Algorithm 45
4.6 The Matrix Form of a Bézier Curve 46
4.7 Implementation 47
4.8 Problems 49

5 Bézier Curve Topics **51**
5.1 Degree Elevation 51
5.2 Repeated Degree Elevation 53
5.3 The Variation Diminishing Property 54
5.4 Degree Reduction 54
5.5 Nonparametric Curves 56
5.6 Cross Plots 57
5.7 Integrals 58
5.8 The Bézier Form of a Bézier Curve 60
5.9 The Barycentric Form of a Bézier Curve 61
5.10 The Weierstrass Approximation Theorem 63
5.11 Formulas for Bernstein Polynomials 64
5.12 Implementation 65
5.13 Problems 66

6 Polynomial Interpolation **67**
6.1 Aitken's Algorithm 67
6.2 Lagrange Polynomials 71
6.3 The Vandermonde Approach 72
6.4 Limits of Lagrange Interpolation 73
6.5 Cubic Hermite Interpolation 75
6.6 Quintic Hermite Interpolation 79
6.7 The Newton Form and Forward Differencing 80
6.8 Implementation 82
6.9 Problems 83

7 Spline Curves in Bézier Form **85**
7.1 Global and Local Parameters 85
7.2 Subdivision I 87
7.3 Subdivision II 89
7.4 Smoothness Conditions 91
7.5 C^1 Continuity 93
7.6 C^2 Continuity 94
7.7 Finding a C^1 Parametrization 95

7.8 C^1 Quadratic B-spline Curves 97
7.9 C^2 Cubic B-spline Curves 101
7.10 Parametrizations 103
7.11 Design and Inverse Design 104
7.12 Implementation 107
7.13 Problems 109

8 Piecewise Cubic Interpolation **111**
8.1 C^1 Piecewise Cubic Hermite Interpolation 111
8.2 C^1 Piecewise Cubic Interpolation I 113
8.3 C^1 Piecewise Cubic Interpolation II 116
8.4 Point-Normal Interpolation 119
8.5 Problems 120

9 Cubic Spline Interpolation **121**
9.1 The B-spline Form 121
9.2 The Hermite Form 125
9.3 End Conditions 127
9.4 The Parametrization 130
9.5 The Minimum Property 135
9.6 Implementation 139
9.7 Problems 145

10 B-splines **147**
10.1 Motivation 148
10.2 Knot Insertion 149
10.3 The de Boor Algorithm 154
10.4 Smoothness of B-spline Curves 158
10.5 The B-spline Basis 158
10.6 Two Recursion Formulas 161
10.7 Repeated Knot Insertion 164
10.8 Additional Material 166
10.9 B-spline Basics 168
10.10 Implementation 170
10.11 Problems 171

11 W. Boehm: Differential Geometry I **173**
11.1 Parametric Curves and Arc Length 173
11.2 The Frenet Frame 175
11.3 Moving the Frame 176
11.4 The Osculating Circle 178
11.5 Nonparametric Curves 181

11.6 Composite Curves 182

12 Geometric Continuity I **185**
12.1 Motivation 185
12.2 A Characterization of G^2 Curves 186
12.3 Nu-splines 188
12.4 G^2 Piecewise Bézier Curves 191
12.5 Direct G^2 Cubic Splines 194
12.6 Implementation 195
12.7 Problems 197

13 Geometric Continuity II **199**
13.1 Gamma-splines 199
13.2 Local Basis Functions for G^2 Splines 202
13.3 Beta-splines 205
13.4 Higher Order Geometric Continuity 207
13.5 Implementation 209
13.6 Problems 211

14 Conic Sections **213**
14.1 Projective Maps of the Real Line 213
14.2 Conics as Rational Quadratics 217
14.3 A de Casteljau Algorithm 222
14.4 Derivatives 223
14.5 The Implicit Form 224
14.6 Two Classic Problems 226
14.7 Classification 227
14.8 Problems 229

15 Rational Bézier and B-spline Curves **231**
15.1 Rational Bézier Curves 231
15.2 The de Casteljau Algorithm 234
15.3 Derivatives 235
15.4 Osculatory Interpolation 237
15.5 Reparametrization and Degree Elevation 237
15.6 Rational Cubic B-spline Curves 240
15.7 Interpolation with Rational Cubics 242
15.8 Rational B-splines of Arbitrary Degree 243
15.9 Implementation 244
15.10 Problems 247

16 Tensor Product Bézier Surfaces **249**
16.1 Bilinear Interpolation 249

16.2 The Direct de Casteljau Algorithm 252
16.3 The Tensor Product Approach 254
16.4 Properties 257
16.5 Degree Elevation 258
16.6 Derivatives 259
16.7 Normal Vectors 261
16.8 Twists 263
16.9 The Matrix Form of a Bézier Patch 265
16.10 Nonparametric Patches 266
16.11 Implementation 267
16.12 Problems 269

17 Composite Surfaces and Spline Interpolation 271
17.1 Smoothness and Subdivision 271
17.2 Bicubic B-spline Surfaces 273
17.3 Twist Estimation 276
17.4 Tensor Product Interpolants 281
17.5 The Parametrization 284
17.6 Bicubic Hermite Patches 286
17.7 Rational Bézier and B-spline Surfaces 288
17.8 Volume Deformations 292
17.9 Trimmed Surfaces 295
17.10 Implementation 296
17.11 Problems 300

18 Bézier Triangles 303
18.1 Barycentric Coordinates and Linear Interpolation 304
18.2 The de Casteljau Algorithm 306
18.3 Bernstein Polynomials 308
18.4 Derivatives 310
18.5 Subdivision 315
18.6 Differentiability 317
18.7 Degree Elevation 320
18.8 Nonparametric Patches 322
18.9 Rational Bézier Triangles 324
18.10 Quadrics 326
18.11 Problems 329

19 Geometric Continuity for Surfaces 331
19.1 Introduction 331
19.2 Triangle-Triangle 332
19.3 Rectangle-Rectangle 336

19.4 Rectangle-Triangle 337
19.5 "Filling in" Rectangular Patches 338
19.6 "Filling in" Triangular Patches 339
19.7 Theoretical Aspects 339
19.8 Problems 340

20 Coons Patches **341**
20.1 Ruled Surfaces 342
20.2 Coons Patches: Bilinearly Blended 343
20.3 Coons Patches: Partially Bicubically Blended 346
20.4 Coons Patches: Bicubically Blended 348
20.5 Piecewise Coons Surfaces 349
20.6 Problems 350

21 Coons Patches: Additional Material **351**
21.1 Compatibility 351
21.2 Control Nets from Coons Patches 354
21.3 Translational Surfaces 356
21.4 Gordon Surfaces 357
21.5 Boolean Sums 359
21.6 Triangular Coons Patches 361
21.7 Implementation 363
21.8 Problems 364

22 W. Boehm: Differential Geometry II **367**
22.1 Parametric Surfaces and Arc Element 367
22.2 The Local Frame 370
22.3 The Curvature of a Surface Curve 371
22.4 Meusnier's Theorem 372
22.5 Lines of Curvature 373
22.6 Gaussian and Mean Curvature 375
22.7 Euler's Theorem 376
22.8 Dupin's Indicatrix 377
22.9 Asymptotic Lines and Conjugate Directions 378
22.10 Ruled Surfaces and Developables 379
22.11 Nonparametric Surfaces 381
22.12 Composite Surfaces 382

23 Interrogation and Smoothing **385**
23.1 Use of Curvature Plots 385
23.2 Curve and Surface Smoothing 386
23.3 Surface Interrogation 388
23.4 Implementation 393

24 Evaluation of Some Methods **397**
24.1 Bézier Curves or B-spline Curves? 397
24.2 Spline Curves or B-spline Curves? 397
24.3 The Monomial or the Bézier Form? 398
24.4 The B-spline or the Hermite Form? 399
24.5 Triangular or Rectangular Patches? 400

25 Quick Reference of Curve and Surface Terms **403**

List of Programs **409**

Notation **411**

Bibliography **413**

Index **435**