rechnernetze & multimediatechnik

<u>ΟΟΛΙ/ΤΙCΛΊΕ ΙΝΕΛΟΝΛΛΤΙ/</u>

Exercise Computer graphics – (till November 16, 2006)

Bicubic/Bilinear surfaces

- **Exercise 17:** We have seen how bi-cubic patches were defined in the lecture. Now, exercise the same proceeding with lines only (or polynomials of first degree).
- a) Define the line though P0 and P3 (depending on parameter t) in the matrix notation used in the lecture. What is used as geometry vector and how are the coefficients derived from the geometry vector?
- b) Now PO and P1 are functions of the parameter s. PO(s) is defined as the line though PO and P1, P3(s) is defined as line through P3 and P2. Write the patch in matrix form depending on the parameters t and s.

c) Multiply the matrix representation obtained above in order to yield a single term Q(t,s)=...
Simply Q(t,s) such that each Pi occurs only once. The result is a weighted sum of the knots Pi. Verify that your calculation is correct by inserting s=0, t=0; s=0, t=1; s=1, t=0 and s=1, t=1.

