

Mathematics for Computer Graphics 2009-AAU

Lecture 14, November 2nd

We will again have a 45 minutes repetition lecture.

14th Lecture: Monday November 2nd, 12:30-16:15 at room A4-108.

- 12:30-13:15 Lecture: Repetition from last lecture. Automatic generation and natural end conditions of Hermite curves. Bézier curves.
- 13:15-15:15 Work in groups. Exercises: 117, 118, opg. 5 and 8 from 28/03/07's exam, opg. 5 from 16/01/08's exam, opg. 2, 8 and 6 from 30/08/06's exam. I recommend you solve them in this order.

One may find the exams through the course's web page:

<http://people.math.aau.dk/~diego/MCG2009.html>

If you solve all these exercises you may try to solve the ones you did not solve in the previous lectures or to play with Bézier curves in your favourite Raster graphics editor (Gimp, Adobe Photoshop, ...). Draw several points and construct the Bézier curves that interpolate them. Then play with the tangents at the points (see pages 442 and 443).

Gimp is free software and can be download from <http://www.gimp.org/>. These links can be useful to draw Bézier curves:

<http://docs.gimp.org/en/gimp-using-paths.html>

<http://docs.gimp.org/en/gimp-tools-other.html#gimp-tool-path>

<http://docs.gimp.org/en/glossary.html#glossary-bezier-curve>

- 15:15-16:15 Lecture: Interpolation of Orientation (pages 458-468).

Best,

Diego Ruano