

CS-184: Computer Graphics

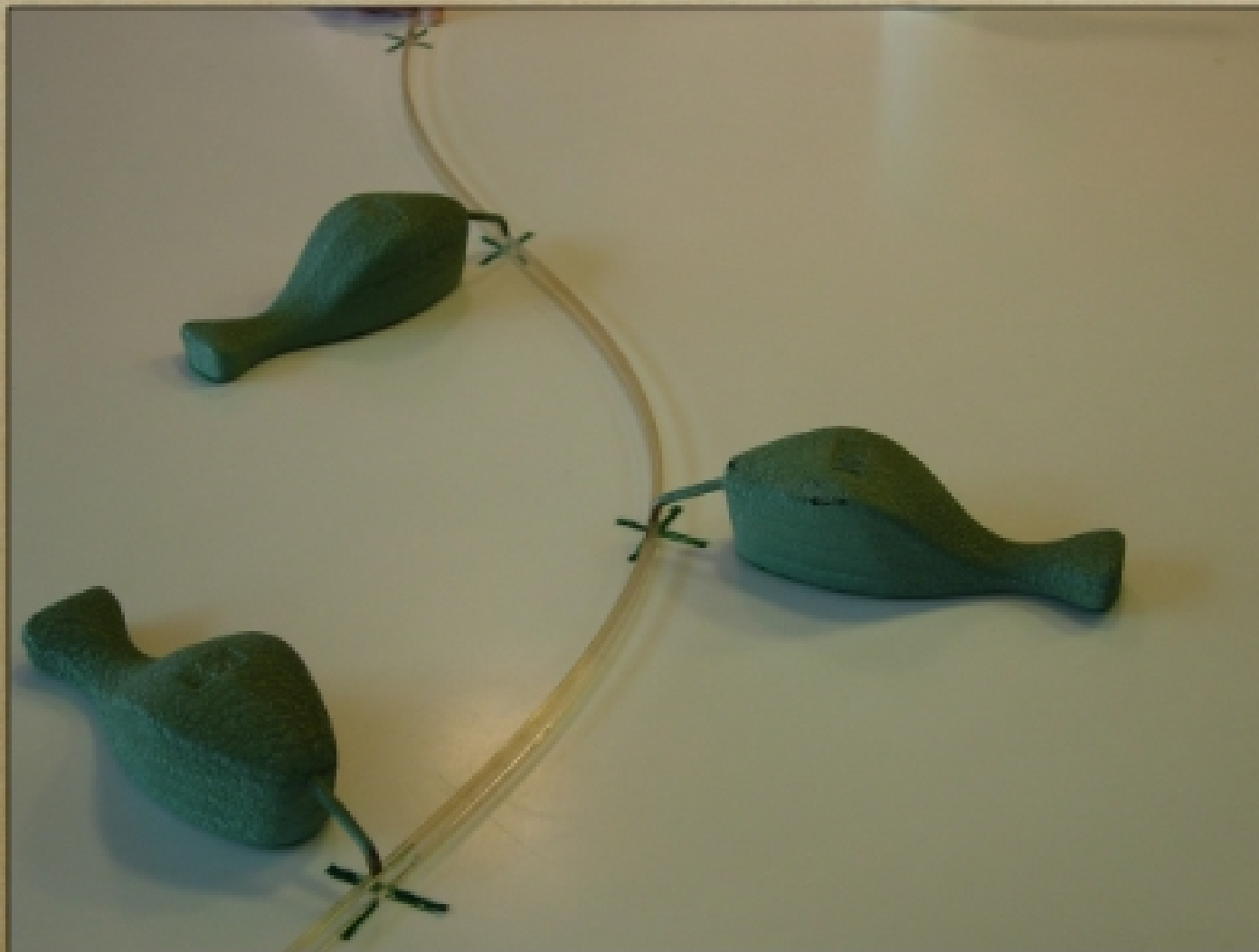
Lecture #13: Natural Splines, B-Splines, and NURBS

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Natural Splines

- Draw a “smooth” line through several points



A real draftsman's spline.

Image from Carl de Boor's webpage.

Natural Cubic Splines

- Given $n + 1$ points
 - Generate a curve with n segments
 - Curves passes through points
 - Curve is C^2 continuous

- Use cubics because lower order is better...