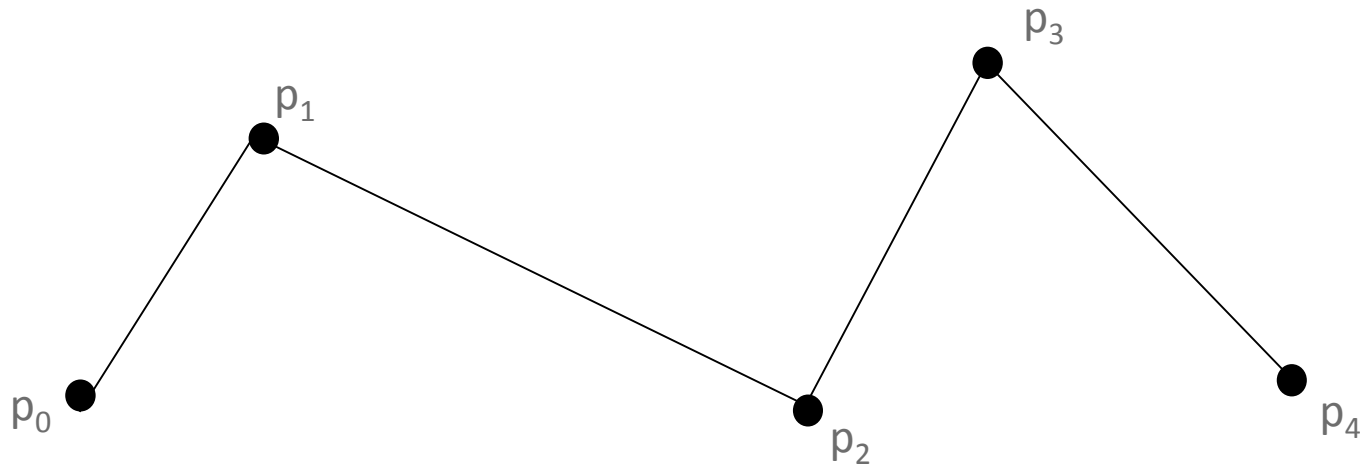


Topic:

Catmull-Rom Splines

Interpolation: in-betweening a sequence of values

Linear Interpolation



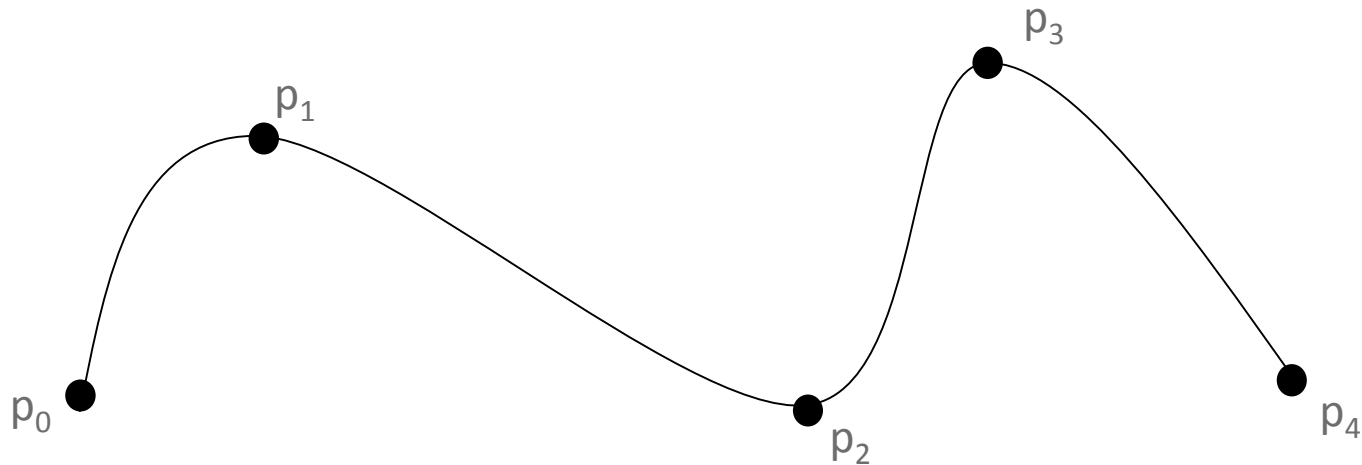
An n -degree polynomial in t has $n+1$ coefficients. It can be defined by $n+1$ constraints. A line (degree 1) thus needs two points.

$$p(t) = (1-t)*p_0 + t*p_1$$

$$p(t) = [t \ 1] * \begin{bmatrix} -1 & 1 \\ 1 & 0 \end{bmatrix} * [p_0 \ p_1]^T$$

Interpolation: in-betweening a sequence of values

Curve Interpolation



For smooth (tangent continuous) interpolation across points, we need to be able to interpolate points as well as tangents.

Two points p_0 , p_1 , and two tangents p'_0 , p'_1 , define a cubic (degree 3) curve.

Designing Polynomial Curves from constraints

$p(t) = TA$, where T is powers of t . for a cubic $T=[t^3 \ t^2 \ t^1 \ 1]$.

Written with geometric constraints $p(t) = TMG$, where M is the **Basis matrix** of a design curve and G the specific design constraints.

An example of constraints for a cubic Hermite for eg. are end points and end tangents. i.e. p_0, p'_0 at $t=0$ and p_1, p'_1 at $t=1$. Plugging these constraints into $p(t) = TA$ we get.

B

$$p(0) = p_0 = [0 \ 0 \ 0 \ 1] A_h$$

$$p(1) = p_1 = [1 \ 1 \ 1 \ 1] A_h$$

$$p'(0) = p'_0 = [0 \ 0 \ 1 \ 0] A_h \quad \Rightarrow \quad G=BA, A=MG \Rightarrow M=B^{-1}$$

$$p'(1) = p'_1 = [3 \ 2 \ 1 \ 0] A_h$$

Hermite Basis Matrix

$$\begin{bmatrix} 0 & 0 & 0 & 1 \end{bmatrix}^{-1}$$

$$\begin{bmatrix} 1 & 1 & 1 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 1 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 3 & 2 & 1 & 0 \end{bmatrix}$$

$$= M_{\text{hermite}}$$

$$\begin{bmatrix} 2 & -2 & 1 & 1 \end{bmatrix}$$

$$\begin{bmatrix} -3 & 3 & -2 & -1 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 1 & 0 \end{bmatrix}$$

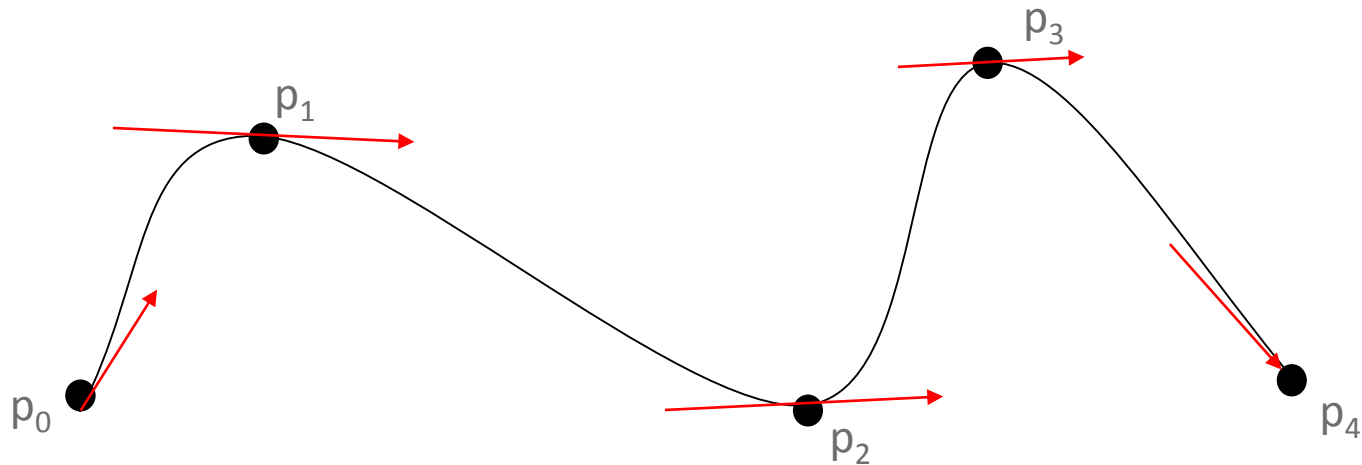
$$\begin{bmatrix} 1 & 0 & 0 & 0 \end{bmatrix}$$

The columns of the Basis Matrix form Basis Functions such that:

$$p(t) = (2t^3 - 3t^2 + 1)p_0 + (-2t^2 + 3t^2)p_1 + (t^3 - 2t^2 + t)p'_0 + (t^3 - t^2)p'_1.$$

Interpolation: Catmull-Romm Splines

Catmull-Romm Interpolation



Pick tangents based on a factor k ($1/2$ for eg.) of the vector between neighbor points.

$$p'_i = k * (p_{i+1} - p_{i-1}).$$

For the end-points there is only one neighbor:

$$p'_0 = k * (p_1 - p_0).$$

$$p'_n = k * (p_n - p_{n-1}).$$