

Yazhuo Liu  
Lab 13

*Find the knot vector of an order 3 B-spline with 7 control points.*

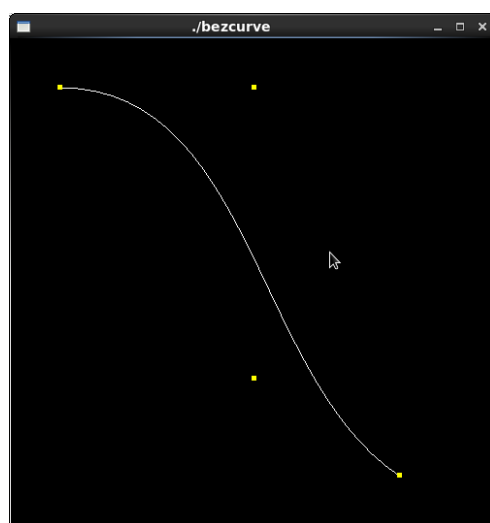
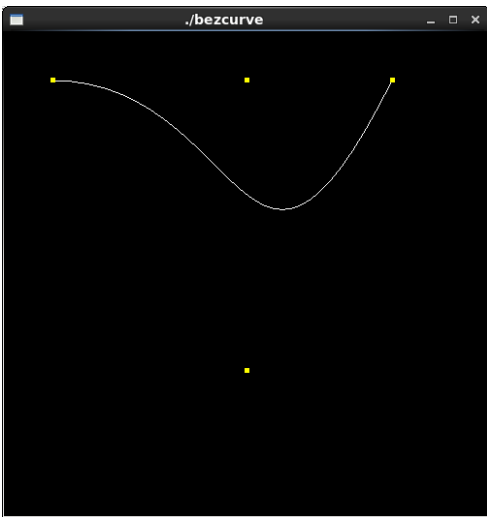
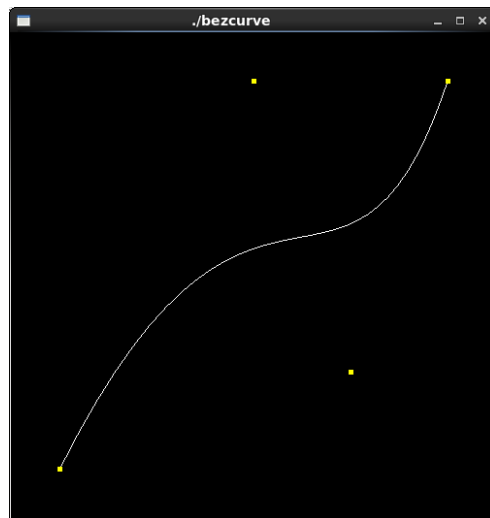
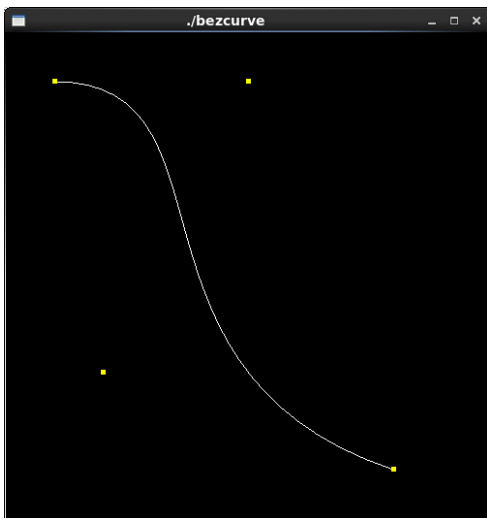
$$n = 7 \quad m = 3$$

$$u_0 = u_1 = u_2 = 0$$

$$u_3 = 1 \quad u_4 = 2 \quad u_5 = 3 \quad u_6 = 4$$

$$u_7 = u_8 = u_9 = 7 - 3 + 1 = 5$$

*Modify the control points of the program to display your desired surface.*



Code:

```
...  
GLfloat ctrlpoints[4][3] = {  
    { -4.0, 4.0, 0.0}, { 0.0, 4.0, 0.0},  
    { -3.0, -2.0, 0.0}, { 3.0, -4.0, 0.0}};  
...
```

Report:

I have finished all parts of lab 13.