

A	B	C	D
-----	-----	-----	-----

A	B	C	D	D	E	F	G
-----	-----	-----	-----	-----	-----	-----	-----

Figure 1: *Top:* A cubic curve with control points A, B, C, D encoded in a 1d texture. *Bottom:* Two piecewise curves encoded in a 1d texture. The control points for the first curve are A, B, C, D and the control points for the second curve are D, E, F, G . If C0 continuity is always desired between the curves, a redundant D could be removed to store these curves in 7 pixels instead of 8.