

# Parallel & Distributed Computing: Lecture 4

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October 4, 2018

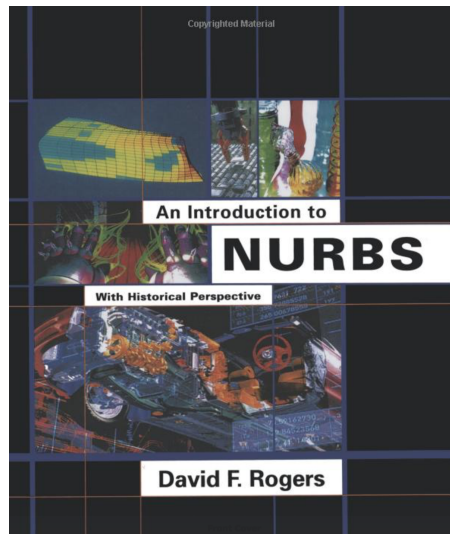
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2 Project hints

## Introduction to course projects 2/2

# Rogers' NURBS book

Start from the [pseudo-code](#) in the Appendix C of the book



# Julia implementation of Rogers' software in NURBS book

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**An Introduction to  
NURBS**

by

**David F. Rogers**

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# Assignments

- Chapter 2 Bezier Curves
- Chapter 3 B-spline Curves
- Chapter 4 Rational B-spline (NURBS) Curves
- Chapter 5 Bezier Surfaces
- Chapter 6 B-spline Surfaces
- Chapter 7 Rational B-spline (NURBS) Surfaces

## Project hints

# Bezier curves intro

see the [notebook](#) provided [here](#)