

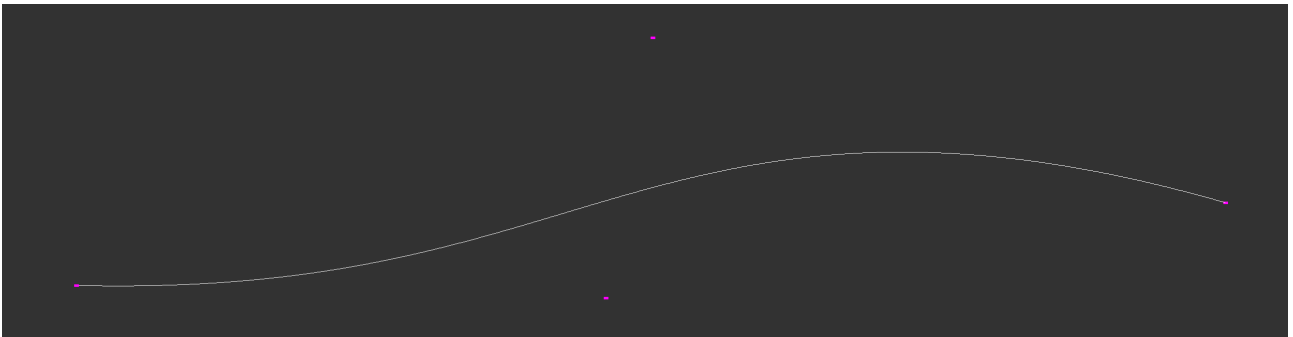
## Parametric Curves and Surfaces

### What you need to turn in at the end of the lab session

At the end of the lab session, you should upload a .zip file containing the source code .cpp (+ eventually other classes you have used) of each exercise as well as a .pdf shortly describing what you have done for each question with screenshots to illustrate the results you have obtained. Remember the assignment may be graded.

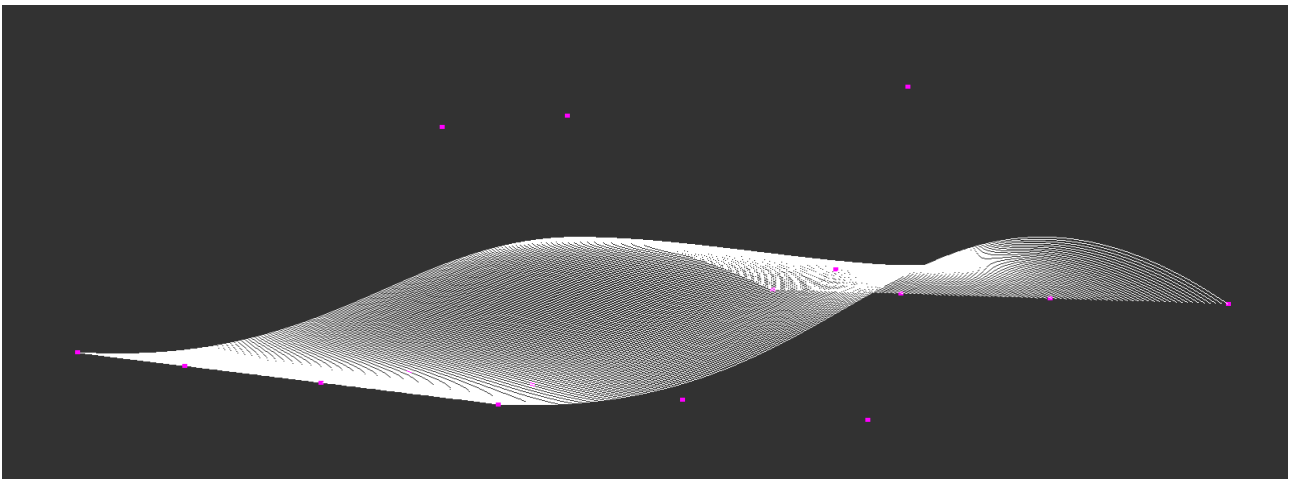
Program using the *libqglviewer* library.

### 1. Parametric Curves



Using the parametric curve equations of your choice (B-spline, Hermite, Bézier...), draw a few control points and the corresponding spline.

### 2. Parametric Patches



Using the parametric curve equations of your choice, draw a few control points and the corresponding parametric patch.

### 3. Moving Control Points

Using the mouse, select and move the control points to deform the surface. Have a look at the examples of the *libqglviewer* library to select and move points.