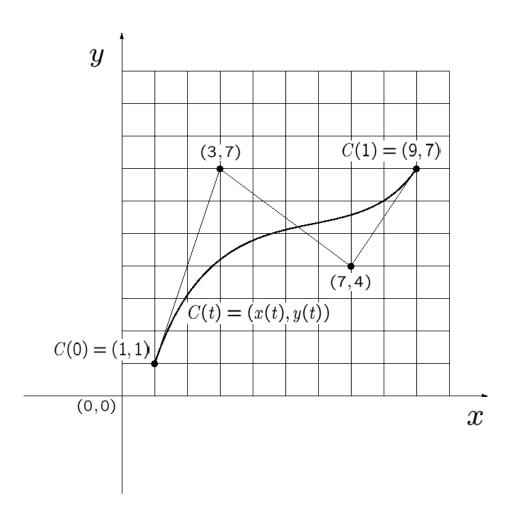
Bezier 곡선

서울대학교 컴퓨터공학부 김명수

http://cse.snu.ac.kr/mskim http://3map.snu.ac.kr

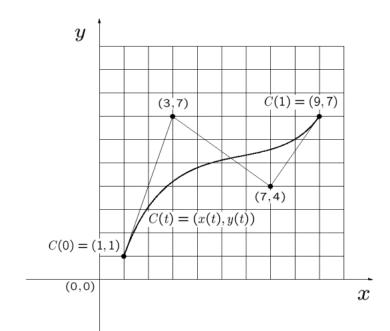
곡선의 표현



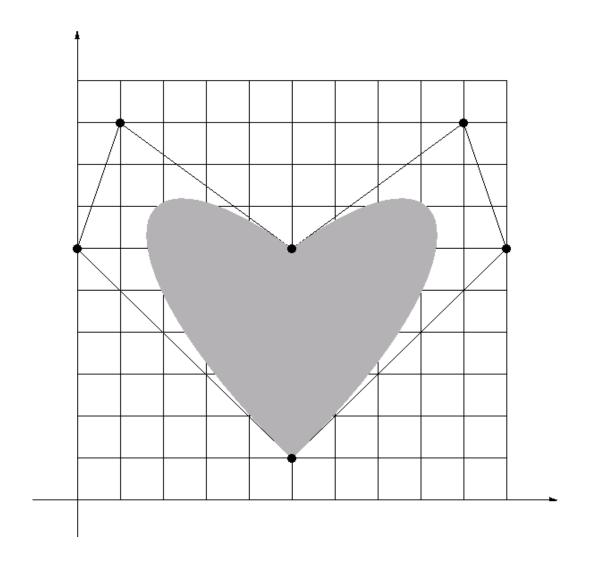
PostScript 곡선

1 1 moveto

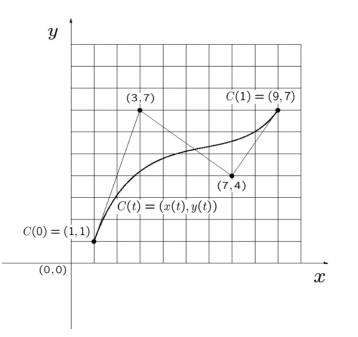
3 7 7 4 9 7 curveto

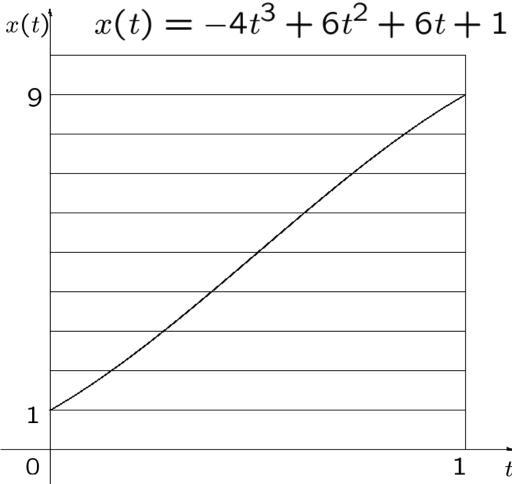


곡선을 이용한 도형디자인

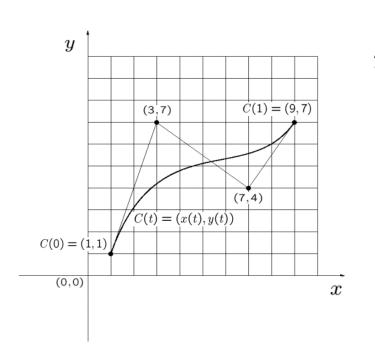


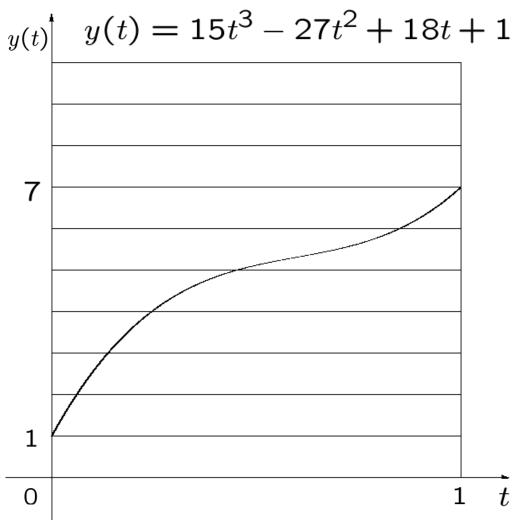
곡선의 X-좌표함수



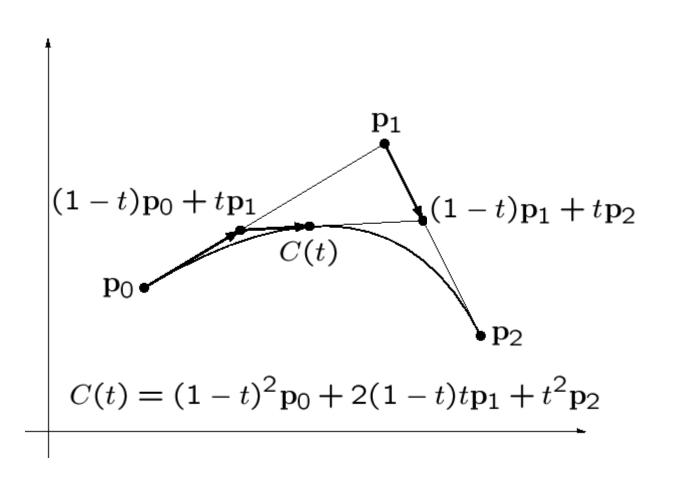


곡선의 ソ-좌표함수





Bezier 2차 곡선의 정의



Bezier 3차 곡선의 정의

$$C(t) = (1-t)^3 \mathbf{p}_0 + 3(1-t)^2 t \mathbf{p}_1 + 3(1-t)t^2 \mathbf{p}_2 + t^3 \mathbf{p}_3$$

$$x(t) = (1-t)^3 + 9(1-t)^2t$$
$$+21(1-t)t^2 + 9t^3$$
$$= -4t^3 + 6t^2 + 6t + 1$$

$$y(t) = (1-t)^3 + 21(1-t)^2t$$
$$+12(1-t)t^2 + 7t^3$$
$$= 15t^3 - 27t^2 + 18t + 1$$

