CS 3451 Fall 2013
Project 11-12 - Image Manipulation
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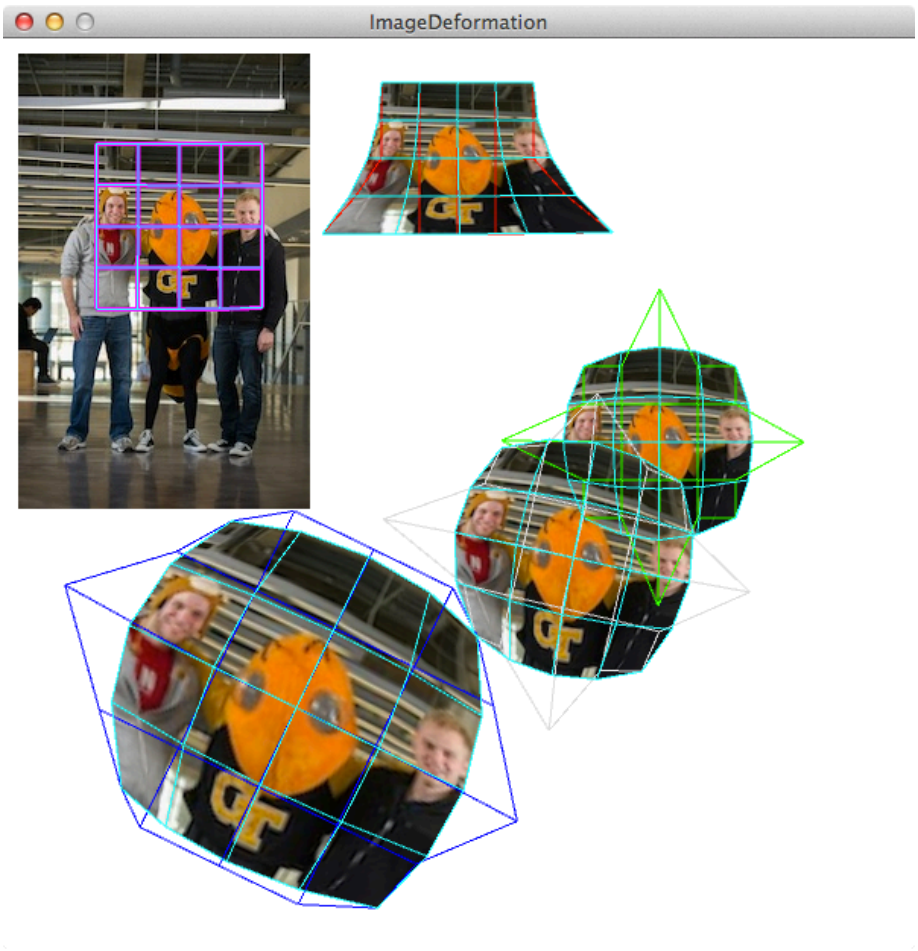
Project Description
The project was to gain familiarity the curves and mapping a texture to a curve.

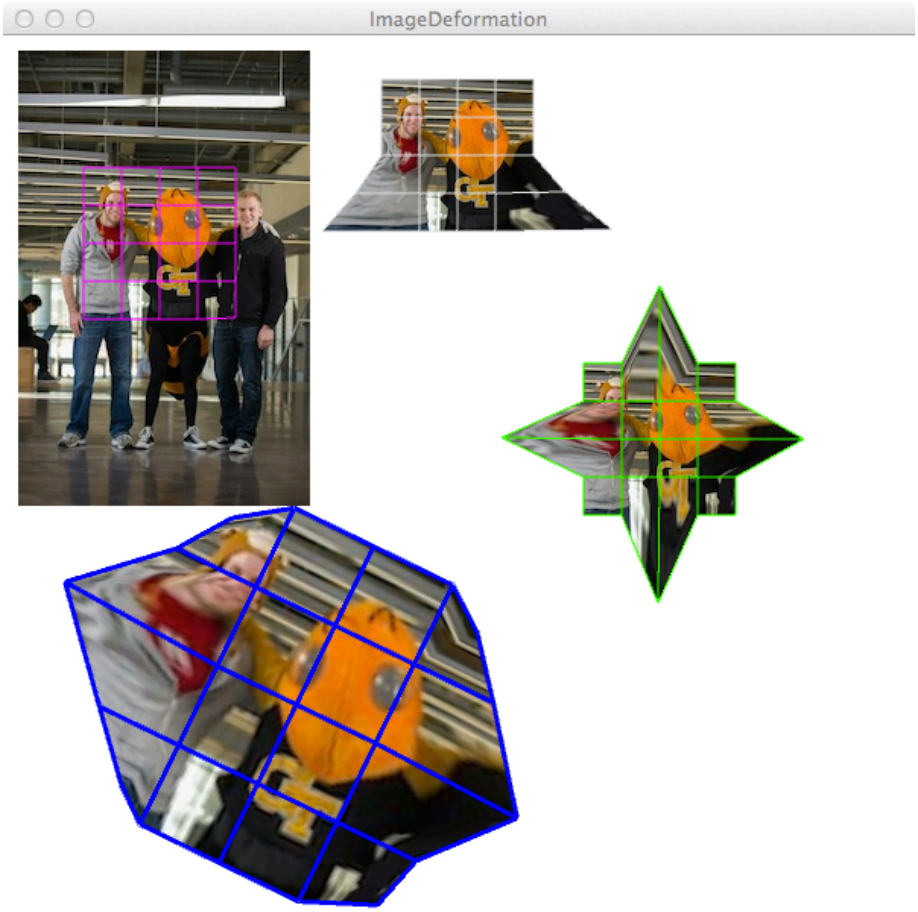
Implemented Features
Project works as expected.

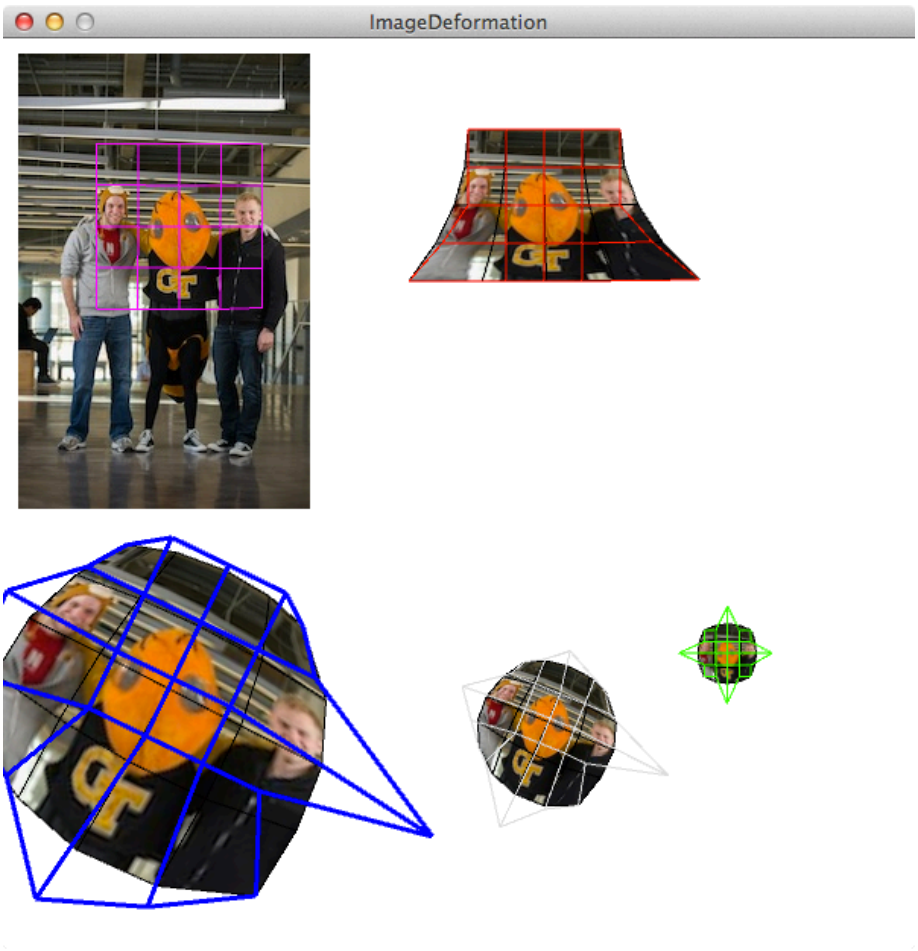
Brief code snippet showing the logic for performing a refine on the points.

```
  Point[][] horizontals = new Point[samplingRate]
[grid.lines];
    for (int row = 0; row < grid.lines; row++) {
      for (int s = 0; s < samplingRate; s++) {
        Point[] pts = grid.points[row];
        float t = s * (1f / (samplingRate - 1));
        Point point = bezierPoint(pts, t);

        horizontals[s][row] = point;
      }
    }

    Point[][] verticals = new Point[samplingRate]
[samplingRate];
    for (int col = 0; col < samplingRate; col++) {
      for (int s = 0; s < samplingRate; s++) {
        Point[] pts = horizontals[col];
        float t = s * (1f / (samplingRate - 1));
        Point point = bezierPoint(pts, t);

        verticals[s][col] = point;
      }
    }

    this.lines = verticals.length;
    points = verticals;
```

Screenshots


ImageDeformation


ImageDeformation



Unimplemented Features
None.

Extra Credit
Created a recursive n-point method for creating a bezier point.