

# CS 174C Week 3

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## Motion Curves

- The most basic capability of an animation package is to let the user set animation variables in each frame
  - Not so easy - major HCI challenges in designing an effective user interface
  - We will not consider HCI issues
- The next is to support keyframing: Computer automatically interpolates in-between frames
- A motion curve is what you get when you plot an animation variable against time
  - The computer must come up with motion curves that interpolate your keyframe values

## Different Forms of Curve Functions

- Explicit:  $y = f(x)$ 
  - Cannot get multiple values for single  $x$  or infinite slopes
- Implicit:  $f(x, y) = 0$ 
  - Cannot easily compare tangent vectors at joints
  - In/Out test, normals from gradient
- Parametric:  $x = f_x(t), y = f_y(t), z = f_z(t)$ 
  - Most convenient for motion representation

## Describing Curves by Means of Polynomials

Reminder:

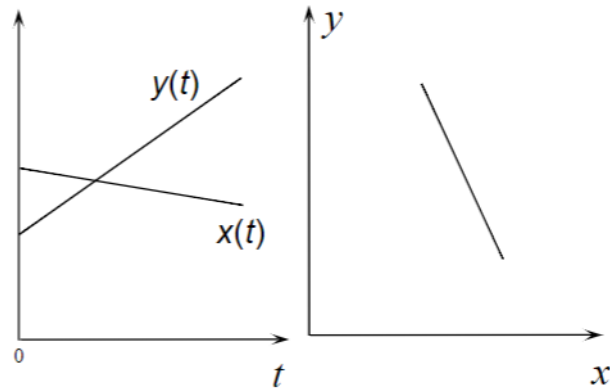
- $L^{\text{th}}$  degree polynomial
- $p(t) = a_0 + a_1t + a_2t^2 + \dots + a_Lt^L$
- $a_0, \dots, a_L$  are the coefficients
- $L$  is the degree
- $(L + 1)$  is the "order" of the polynomial

## Polynomial Curves of Degree 1

Parametric and implicit forms are linear

$$x(t) = at + b$$

$$y(t) = ct + d$$



## Polynomial Curves of Degree 2

### Parametric

- $x(t) = at^2 + 2bt + c$
- $y(t) = dt^2 + 2et + f$
- For any choice of constants
  - $a, b, c, d, e, f \rightarrow$  parabola

### Rational Parametric

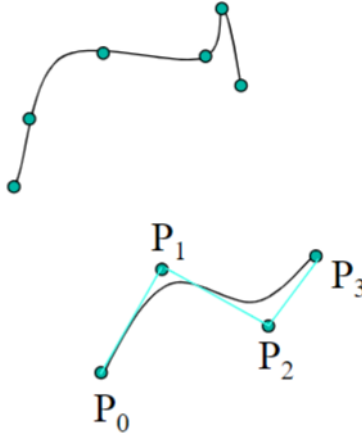
- $P(t) = \frac{P_0(1-t)^2 + 2wP_1t(1-t) + P_2t^2}{(1-t)^2 + 2wt(1-t) + t^2}$
- $w < 1$ : ellipse
- $w = 1$ : parabola
- $w > 1$ : hyperbola

## Curves From Geometric Constraints

### Geometric Approach

- Constraints  $\rightarrow$  Polynomial  $\rightarrow$  Curve
- $P_0, \dots, P_L \rightarrow$  (Curve Generation)  $\rightarrow P(t)$ 
  - $P_i$ : control points
  - $P_0, \dots, P_L$ : control polygon

### Interpolation vs. Approximation



## Bezier Curves and the De Casteljau Algorithm

### Tweening

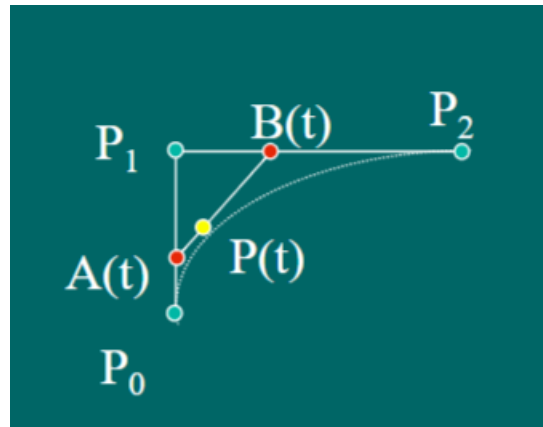
When there are two points:

- $A(t) = (1 - t)P_0 + tP_1$
- $P(t) = A(t)$
- Essentially,  $A$  is a point on the line between  $P_0$  and  $P_1$

When there are three points:

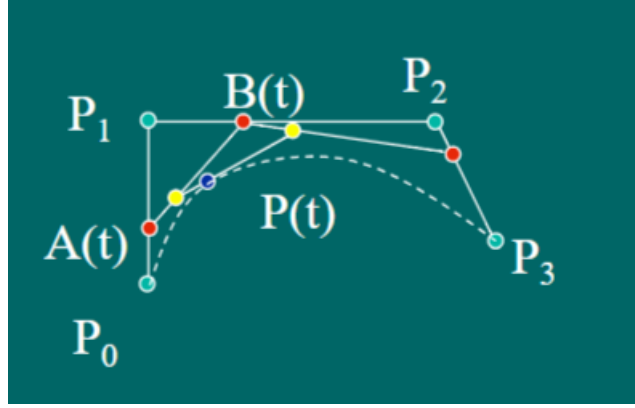
- $A(t) = (1 - t)P_0 + tP_1$
- $B(t) = (1 - t)P_1 + tP_2$
- $A(t)$  is a point between  $P_0$  and  $P_1$  and  $B(t)$  is a point between  $P_1$  and  $P_2$ .
- Now, place another point,  $P(t)$  on the line between  $A(t)$  and  $B(t)$ .
  - $P(t) = (1 - t)A + tB = (1 - t)^2P_0 + 2t(1 - t)P_1 + t^2P_2$

When we move the value of  $t$  from 0 to 1,  $P(t)$  would move from  $P_0$  to  $P_2$  along a curved path, defined by the quadratic equation.



If we repeat the same process for  $P(t)$  but instead of four points, then

$$P(t) = (1-t)^3 P_0 + 3(1-t)^2 t P_1 + 3(1-t)t^2 P_2 + t^3 P_3$$



## Cubic Berstein Polynomials

$$P(t) = (1-t)^3 P_0 + 3(1-t)^2 t P_1 + 3(1-t)t^2 P_2 + t^3 P_3$$

$$\begin{aligned} B_0^3(t) &= (1-t)^3 \\ B_1^3(t) &= 3(1-t)^2 t \\ B_2^3(t) &= 3(1-t)t^2 \\ B_3^3(t) &= t^3 \end{aligned}$$

Expansion of  $[(1-t) + t]^3 = (1-t)^3 + 3(1-t)^2 t + 3(1-t)t^2 + t^3 \rightarrow \sum_k B_k^3(t) = 1, k = 0, 1, 2, 3$   
An affine combination of points

## Berstein Polynomials of Degree L

Degree  $L$  implies  $L + 1$  control points.

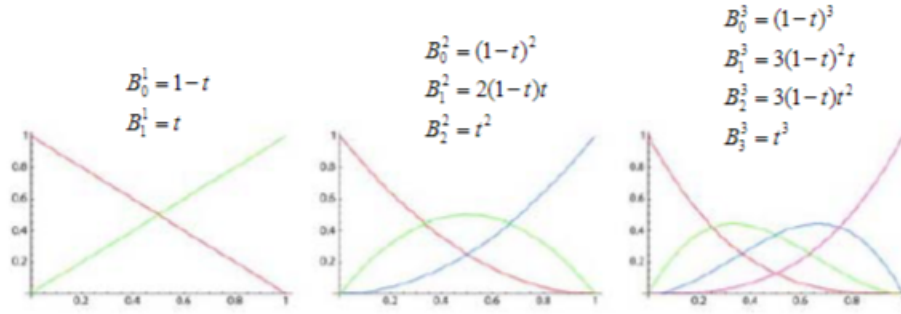
$$P(t) = \sum_{k=0}^L B_k^L(t) P_k$$

where:

- $B_k^L(t) = \binom{L}{k} (1-t)^{L-k} t^k$
- $\binom{L}{k} = \frac{L!}{k!(L-k)!}$ , for  $L > k$
- $\sum_{k=0}^L B_k^L(t) = 1$ , for all  $t$

Expansion of  $[(1-t) + t]^L$

## Common Berstein Polynomials



- Always positive
- Zero only at  $t = 0$  or  $t = 1$
- Bernstein polynomials can also be defined recursively

$$B_i^n(t) = (1-t)B_i^{n-1}(t) + tB_{i-1}^{n-1}(t)$$

$$B_0^0(t) = 1$$

## Properties of Bezier Curves

- End point Interpolation
- Affine Invariance:  $T(P(t)) = \sum_{k=0}^L B_k^L(t)T(P)_k$
- Invariance under affine transformation of the parameter
- Convex Hull property for  $t$  in  $[0, 1]$ :  $P = \sum_{k=0}^L a_k P_k$  where  $\sum_{k=0}^L a_k = 1$  and  $a_k > 0$
- Linear precision by collapsing convex hull
- Variation Diminishing property: No straight line cuts the curve more times than it cuts the control polygon

## Derivatives of Bezier Curves

It can be shown that:

- Velocity is also a Bezier curve of lower degree

$$P'(t) = L \sum_{k=0}^{L-1} B_k^{L-1}(t) \Delta P_k, \text{ where } \Delta P_k = P_{k+1} - P_k$$

- Acceleration

$$P''(t) = L(L-1) \sum_{k=0}^{L-2} B_k^{L-2}(t) \Delta^2 P_k, \text{ where } \Delta^2 P_k = \Delta P_{k+1} - \Delta P_k$$

## Cubic Parametric Curves

$$x(t) = a_3 t^3 + a_2 t^2 + a_1 t + a_0$$

$$y(t) = b_3 t^3 + b_2 t^2 + b_1 t + b_0$$

$$z(t) = c_3 t^3 + c_2 t^2 + c_1 t + c_0$$

$$t \in [0, 1]$$

As a matrix,

$$x(t) = \begin{bmatrix} t^3 & t^2 & t^1 & 1 \end{bmatrix} \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix}$$

$$x(t) = TA$$

$$y(t) = TB$$

$$z(t) = TC$$

## Derivative of Cubic Parameter Curves

Simply take the derivative of the matrix in terms of t.

$$x(t) = \begin{bmatrix} t^3 & t^2 & t^1 & 1 \end{bmatrix} \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix}$$

$$x'(t) = \begin{bmatrix} 3t^2 & 2t & 1 & 0 \end{bmatrix} \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix}$$

## How does the magnitude of the tangent affect the curve?

- Same lower tangent direction but different magnitude.
- The magnitude defines how fast the curve assumes the tangent direction
- (remember: tangent  $\rightarrow$  velocity in parametric space)

## Parametric Cubic Curves From Constraints

**Example:** Endpoints and a tangent at midpoint

Constraints:

- $x(t) = \begin{bmatrix} t^3 & t^2 & t^1 & 1 \end{bmatrix} A$
- $x'(t) = \begin{bmatrix} 3t^2 & 2t & 1 & 0 \end{bmatrix} A$
- $x(0) = \begin{bmatrix} 0 & 0 & 0 & 1 \end{bmatrix} A$
- $x(0.5) = \begin{bmatrix} 0.5^3 & 0.5^2 & 0.5 & 1 \end{bmatrix} A$
- $x'(0.5) = \begin{bmatrix} 3(0.5^2) & 2(0.5) & 1 & 0 \end{bmatrix} A$
- $x(1) = \begin{bmatrix} 1 & 1 & 1 & 1 \end{bmatrix} A$
- $G_x = BA$

This can be written as:

$$\begin{aligned}
x(t) &= \begin{bmatrix} t^3 & t^2 & t^1 & 1 \end{bmatrix} A = TA \\
x'(t) &= \begin{bmatrix} 3t^2 & 2t & 1 & 0 \end{bmatrix} A = T'A \\
\begin{bmatrix} x_0 \\ x_{0.5} \\ x'_{0.5} \\ x_1 \end{bmatrix} &= \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0.5^3 & 0.5^2 & 0.5 & 1 \\ 3(0.5)^2 & 2(0.5) & 1 & 0 \\ 1 & 1 & 1 & 1 \end{bmatrix} A \\
G_x = BA &\Rightarrow A = B^{-1}G_x \\
x(t) = TA &\Rightarrow \boxed{x(t) = TB^{-1}G_x}
\end{aligned}$$

Final form:

- Basis matrix

$$\begin{aligned}
x(t) &= TB^{-1}G_x \\
\text{Set } M &= B^{-1} \\
x(t) &= TMG_x \\
y(t) &= TMG_y \\
z(t) &= TMG_z \\
P(t) &= TMG
\end{aligned}$$

- For the example

$$M = \begin{bmatrix} -4 & 0 & -4 & 4 \\ 8 & -4 & 6 & -4 \\ -5 & 5 & -2 & 1 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$

## Blending Functions

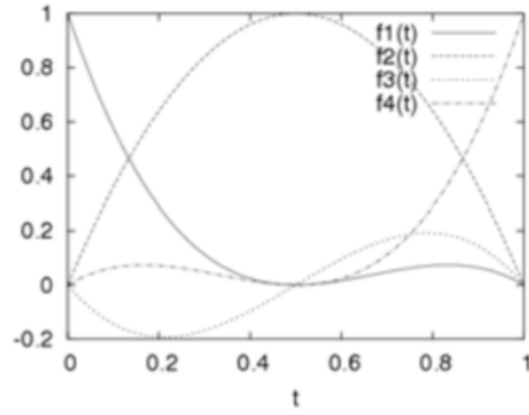
Given by TM:

- $x(t) = TMG_x \Rightarrow x(t) = \begin{bmatrix} f_1(t) & f_2(t) & f_3(t) & f_4(t) \end{bmatrix} G_x$

For the example:

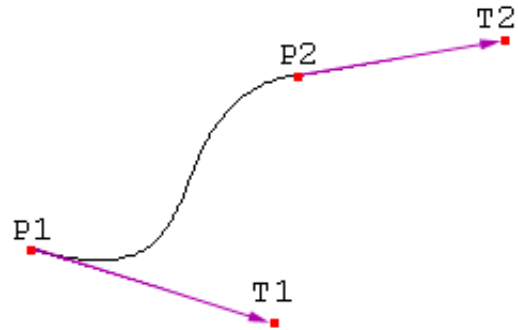
- $f_1(t) = -4t^3 + 8t^2 - 5t + 1$
- $f_2(t) = -4t^2 + 4t$
- $f_3(t) = -4t^3 + 6t^2 - 2t$
- $f_4(t) = 4t^3 - 4t^2 + t$

Each blending function weights the contribution of one of the constraints.



## Hermite Curves

**Constraints:** Two endpoints and two tangents



$$G_h = [P_1 \quad P_4 \quad R_1 \quad R_4]$$

$$x(t) = T A_h = T M_h G_h$$

$$x(0) = P_1 = [0 \quad 0 \quad 0 \quad 1] A_h$$

$$x(1) = P_4 = [1 \quad 1 \quad 1 \quad 1] A_h$$

$$x'(0) = R_1 = [0 \quad 0 \quad 1 \quad 0] A_h$$

$$x'(1) = R_4 = [3 \quad 2 \quad 1 \quad 0] A_h$$

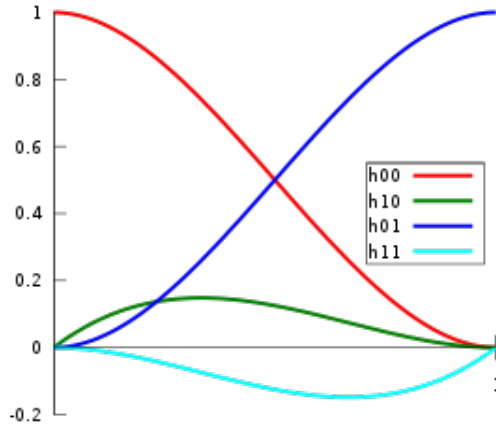
$$G_h = B_h A_h$$

$$A_h = B_h^{-1} G_h$$

$$x(t) = T A_h$$



## Blending Functions



$$M_h = B_h^{-1} = \begin{bmatrix} 2 & -2 & 1 & 1 \\ -3 & 3 & -2 & -1 \\ 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$

$$x(t) = TM_h G_h \Rightarrow x(t) = \begin{bmatrix} f_1(t) & f_2(t) & f_3(t) & f_4(t) \end{bmatrix} G_h$$

$$f_1(t) = 2t^3 - 3t^2 + 1$$

$$f_2(t) = -2t^3 + 3t^2$$

$$f_3(t) = t^3 - 2t^2 + t$$

$$f_4(t) = t^3 - t^2$$

## Bezier Curves

Bezier curves are a special case of Hermite curves.

$$P_{1,h} = P_1$$

$$P_{4,h} = P_4$$

$$R_{1,h} = 3(P_2 - P_1)$$

$$R_{4,h} = 3(P_4 - P_3)$$

As a matrix:

$$\begin{bmatrix} P_{1,h} \\ P_{4,h} \\ R_{1,h} \\ R_{4,h} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ -3 & 3 & 0 & 0 \\ 0 & 0 & -3 & 3 \end{bmatrix} \begin{bmatrix} P_1 \\ P_2 \\ P_3 \\ P_4 \end{bmatrix}$$

$$G_h = M_{bh} G_b$$

$$P(t) = TM_h G_h \Rightarrow P(t) = TM_h M_{bh} G_b \Rightarrow P(t) = TM_b G_b$$

We can verify that  $TM_b$  are the Bernstein Polynomials.

Recall that:

- $f_1(t) = (1-t)^3$
- $f_2(t) = 3t(1-t)^2$

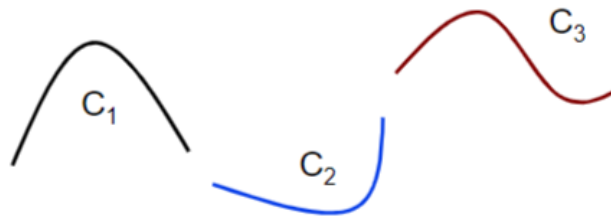
- $f_3(t) = 3t^2(1 - t)$
- $f_4(t) = t^3$

## Splines

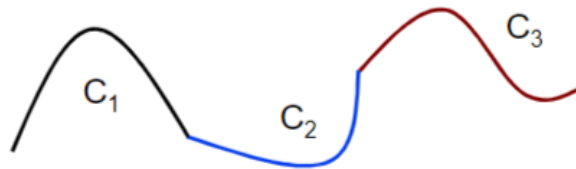
- Splines are the standard way to generate a smooth curve which interpolates given values
- A spline function is just a piecewise polynomial function
  - Split up the real line into intervals
  - Over each interval, pick a different polynomial
- If the polynomials are small degree (Typically at most cubics) the curve is easy and fast to compute

Connecting piecewise curves to splines:

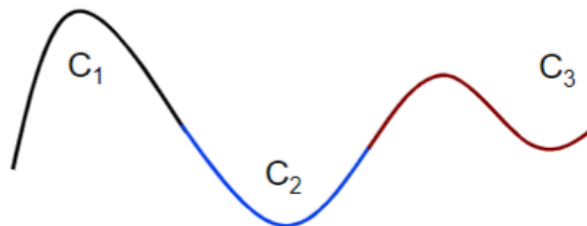
**Discontinuous**



**Continuous position**



**Continuous position and tangent**



## Continuity

- Parametric  $C^k$  Continuity
  - Derivatives  $P^{(i)}$  for  $i = 0, \dots, k$  exist and are continuous for  $t$  in  $[a, b]$
  - Terminology:
    - \*  $P$  is  $k$ -smooth
    - \*  $P$  has  $k^{th}$ -order continuity
- Geometric  $G^k$  Continuity
  - $P^{(i)}(t-) = c_i P^{(i)}(t+)$

- \* for  $i = 0, \dots, k$  and
- \* for some constants  $c_i$
- \* for  $t$  in  $[a, b]$

## Knots and Control Points

- The ends of the intervals, where one polynomial ends and another one starts, are called "knots"
- A control point is a knot together with associated shape control variables
- The spline either interpolates (goes through) or approximates (goes near) the control points

## Spline Curve

Different definitions exist.

**Ours:**

- A spline curve is an affine blend of points weighted by piecewise polynomial functions. It must be continuous at the knots, but may have discontinuous derivatives.

## Hermite Splines

- Hermite splines have even richer control points:
- In addition to a function value, a slope (derivative) is specified.
  - So the Hermite spline interpolates the control values and must match the control slopes at the knots
- Particularly useful for animation - more control over slow in/out, etc.

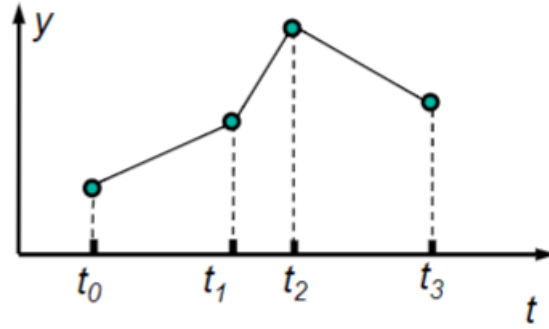
## Smoothness

- Each polynomial in a spline is infinitely differentiable (very smooth)
- But at the junction between two polynomials, the spline isn't necessarily even continuous!
- We need to enforce constraints on the polynomials to get the degree of smoothness we want
  - Values match:  $C^0$  continuous
  - Slopes (first derivatives) match:  $C^1$  continuous
  - Second derivatives match:  $C^2$  continuous
  - Etc.

## Example: Piecewise Linear Spline

- Restrict all polynomials to be linear
  - $f(t) = a_i(t - t_i) + b_i$  in  $[t_i, t_{i+1}]$
- Enforce continuity: make each line segment interpolate the control point on either specified
  - $a_i(t - t_i) + b_i = y_i$  and  $a_i(t_{i+1} - t_i) + b_i = y_{i+1}$
- Solve to get
  - $a_i = \frac{y_{i+1} - y_i}{t_{i+1} - t_i}$ ,  $b_i = y_i$
- End result:

- straight line segments connecting the control points
- $C^0$  but not  $C^1$



To do better than this, we need higher degree polynomials.  
For motion curves, cubic splines are almost always used.  
We now have three main choices:

- Hermite splines: Interpolating, up to  $C^1$
- Catmull-Rom: Interpolating,  $C^1$
- B-Splines: Approximating,  $C^2$

## Cubic Hermite Splines

- Our generic cubic in an interval  $[t_i, t_{i+1}]$  is:
  - $q_i(t) = a_i(t - t_i)^3 + b_i(t - t_i)^2 + c_i(t - t_i) + d_i$  with  $t - t_i$  in  $[0, 1]$
- Make it interpolate endpoints:
  - $q_i(t_i) = y_i$  and  $q_i(t_{i+1}) = y_{i+1}$
- And make it match given slopes:
  - $q'_i(t_i) = s_i$  and  $q'_i(t_{i+1}) = s_{i+1}$
- Work it out to get

$$\begin{aligned} a_i &= \frac{-2(y_{i+1} - y_i)}{(t_{i+1} - t_i)^3} + \frac{s_i + s_{i+1}}{(t_{i+1} - t_i)^2} & c_i &= s_i \\ b_i &= \frac{3(y_{i+1} - y_i)}{(t_{i+1} - t_i)^2} - \frac{2s_i + s_{i+1}}{t_{i+1} - t_i} & d_i &= y_i \end{aligned}$$

## Hermite Basis

Rearrange the solution to get:

$$\begin{aligned} y(t) = & y_i \left( \frac{2(t - t_i)^3}{(t_{i+1} - t_i)^3} - \frac{3(t - t_i)^2}{(t_{i+1} - t_i)^2} + 1 \right) + y_{i+1} \left( \frac{-2(t - t_i)^3}{(t_{i+1} - t_i)^3} - \frac{3(t - t_i)^2}{(t_{i+1} - t_i)^2} \right) \\ & + s_i \left( \frac{(t - t_i)^3}{(t_{i+1} - t_i)^2} - \frac{2(t - t_i)^2}{t_{i+1} - t_i} + (t - t_i) \right) + s_{i+1} \left( \frac{(t - t_i)^3}{(t_{i+1} - t_i)^2} - \frac{(t - t_i)^2}{t_{i+1} - t_i} \right) \end{aligned}$$

for  $i \in [t_0, t_n]$

That is, we're taking a linear combination of four basis functions

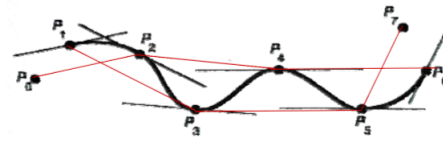
- Note the functions and their slopes are either 0 or 1 at the start and end of the interval

## Breaking Hermite Splines

- Usually just specify one slope at each knot
- But a useful capability: use a different slope on each side of a knot
  - We break  $C^1$  smoothness, but gain control
  - Can create motions that abruptly change, like collisions

## Catmull-Rom Splines

- Given a set of points in space, suppose we want a spline that:
  - Interpolates the points (rules out Bezier)
  - With  $C^1$  continuity (Hermite: Lots of tweaking)
- This is a common situation in animation
- We start with the given set of points  $P_0, \dots, P_n$
- Define tangents  $r_i = s(P_{i+1} - P_{i-1})$



- This is really just a  $C^1$  Hermite spline with an automatic choice of slopes
  - Use a 2nd order finite difference formula to estimate slope from values

$$s_i = \left( \frac{t_i - t_{i-1}}{t_{i+1} - t_{i-1}} \right) \div \frac{y_{i+1} - y_i}{t_{i+1} - t_i} - \left( \frac{t_{i+1} - t_i}{t_{i+1} - t_{i-1}} \right) \div \frac{y_i - y_{i-1}}{t_i - t_{i-1}}$$

- For equally spaced knots, it simplifies to:

$$s_i = \frac{y_{i+1} - y_{i-1}}{t_{i+1} - t_{i-1}}$$

## Catmull-Rom Boundaries

- Need to use slightly different formulas for the Boundaries
- For example, 2nd order accurate finite difference at the start of the interval:

$$s_0 = \left( \frac{t_2 - t_0}{t_2 - t_1} \right) \div \frac{y_1 - y_0}{t_1 - t_0} - \left( \frac{t_1 - t_0}{t_2 - t_1} \right) \div \frac{y_2 - y_0}{t_2 - t_0}$$

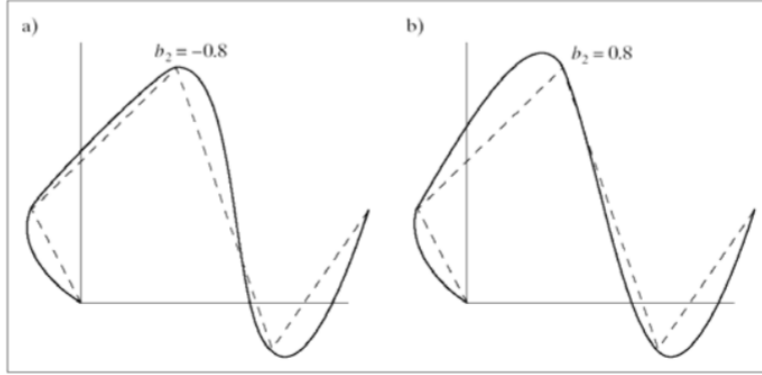
- Symmetric formula for end of interval

- Which simplifies for equally spaced knots:

$$s_0 = 2 \frac{y_1 - y_0}{\Delta t} - \frac{y_2 - y_0}{2\Delta t}$$

## Adding Tension Control

$$P'(t_k) = \frac{1}{2}(1 - v_k)(P_{k+1} - P_{k-1})$$

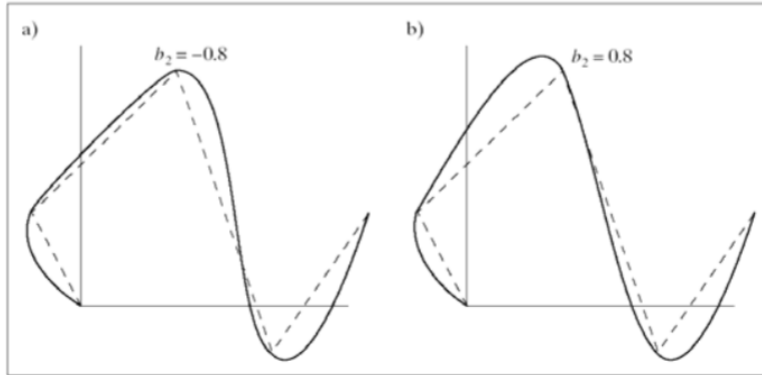


## Adding Bias Control

Kochanek-Bartels Splines

$$P'(t_k) = \frac{1}{2}(P_k - P_{k-1}) + \frac{1}{2}(P_{k+1} - P_k)$$

$$P'(t_k) = \frac{1}{2}(1 - b_k)(P_k - P_{k-1}) + \frac{1}{2}(1 + b_k)(P_{k+1} - P_k)$$

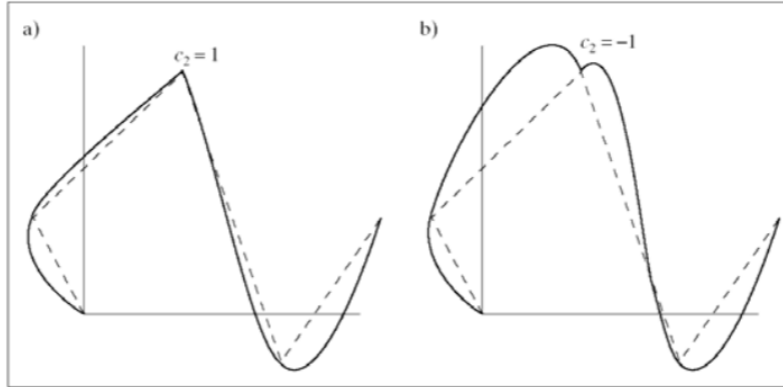


## Adding Continuity Control

Kochanek-Bartels Splines

$$R'_{k-1}(1) = \frac{1}{2}(1 - c_k)(P_k - P_{k-1}) + \frac{1}{2}(1 + c_k)(P_{k+1} - P_k)$$

$$R'_k(0) = \frac{1}{2}(1 + c_k)(P_k - P_{k-1}) + \frac{1}{2}(1 - c_k)(P_{k+1} - P_k)$$



## Splines Summary

- General form of the splines we have segment

$$P(t) = \sum_{k=0}^L P_k f_k(t), \quad t \in \mathfrak{R}$$

- Often  $f$  is a translated version of a single function

$$P(t) = \sum_{k=0}^L P_k f(t - t_k)$$

knots :  $[t_0, \dots, t_L]$

- For Hermite splines, the knots coincided with the control points

## B-Splines

- Like Catmull-Rom splines, start with sequence of control points  $P_0, \dots, P_n$
- Drop the interpolating condition and instead design a spline curve that is  $C^{m-2}$  smooth, where  $m$  is the order
  - Curve segments meet at knots
  - For Hermite and others, the knots were always at control points
- Now basis functions overlap more than one knot interval

## General Form of B-Splines

- Let's make the order  $m$  explicit

$$P(t) = \sum_{k=0}^L P_k N_{k,m}(t)$$

- Fundamental formula
  - generalization of successive linear Interpolation

$$N_{k,m}(t) = \left( \frac{t - t_k}{t_{k+m-1} - t_k} \right) N_{k,m-1}(t) + \left( \frac{t_{k+m} - t}{t_{k+m} - t_{k+1}} \right) N_{k+1,m-1}(t)$$

$t \in [t_k, t_{k+m}]$

- For equispaced knots  $0, \dots, L$

$$P(t) = \sum_{k=0}^L P_k N_{k,m}(t) = \sum_{k=0}^L P_k N_{k,m}(t - k)$$

### Constant B-Splines (Order $m = 1$ )

- With knots  $t_0 = 0, t_1 = 1$
- Constant (a.k.a. Haar) function,

$$N_1(t) = \begin{cases} 1 & \text{if } 0 \leq t < 1 \\ 0 & \text{otherwise} \end{cases}$$

$$N_{k,1}(t) = N_{0,1}(t - k)$$

- For non-equispaced knots

$$N_{k,1}(t) = \begin{cases} 1 & \text{if } t_k \leq t < t_{k+1} \\ 0 & \text{otherwise} \end{cases}$$

- Each function has support over  $[t_k, t_{k+1})$

### Linear B-Splines (Order $m = 2$ )

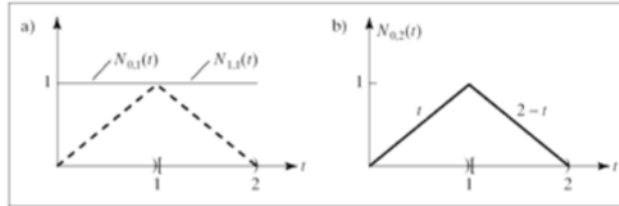
- With knots  $t_0 = 0, t_1 = 1, \dots$

$$N_{0,2}(t) = \frac{t}{1} N_{0,1} + \frac{2-t}{1} N_{1,1}$$

$$= \begin{cases} t \times 1 + (2-t) \times 0 & \text{if } t \in [0, 1] \\ (2-t) \times 0 + (2-t) \times 1 & \text{if } t \in [1, 2] \\ 0 & \text{otherwise} \end{cases}$$

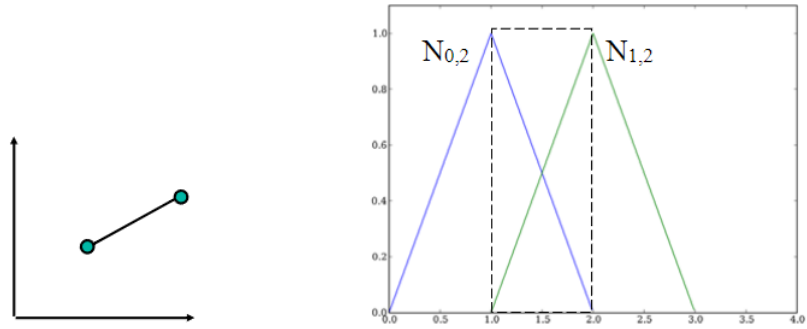
$$= \begin{cases} t & \text{if } t \in [0, 1] \\ 2-t & \text{if } t \in [1, 2] \\ 0 & \text{otherwise} \end{cases}$$

$$N_{k,2}(t) = N_{0,2}(t - t_k)$$





- Assume two points. Each point is weighted by a function that is a tent:



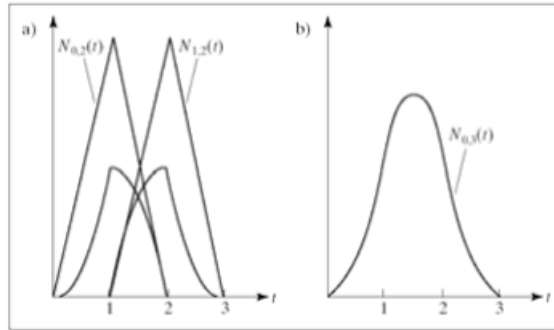
- To create the line segment we need to evaluate the spline for  $t$  in  $[1, 2]$
- Outside of this interval we are using either one or zero points to constrain a line which doesn't work well.

### Quadratic B-Splines (Order $m = 3$ )

- With knots  $t_0 = 0, t_1 = 1, \dots$

$$N_{0,3}(t) = \frac{t}{2}N_{0,2} + \frac{3-t}{2}N_{1,2}$$

$$N_{0,3}(t) = \begin{cases} \frac{1}{2}t^2 & \text{for } 0 \leq t \leq 1 \\ \frac{3}{4} - (t - \frac{3}{2})^2 & \text{for } 1 \leq t \leq 2 \\ \frac{1}{2}(3 - t^2) & \text{for } 2 \leq t \leq 3 \\ 0 & \text{otherwise} \end{cases}$$



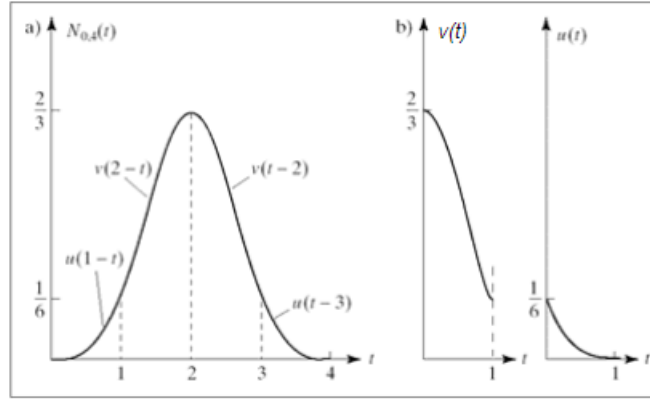
### Cubic B-Splines (Order $m = 4$ )

- With knots  $t_0 = 0, t_1 = 1, \dots$
- Compact form:

$$u(t) = \frac{1}{6}(1-t)^3$$

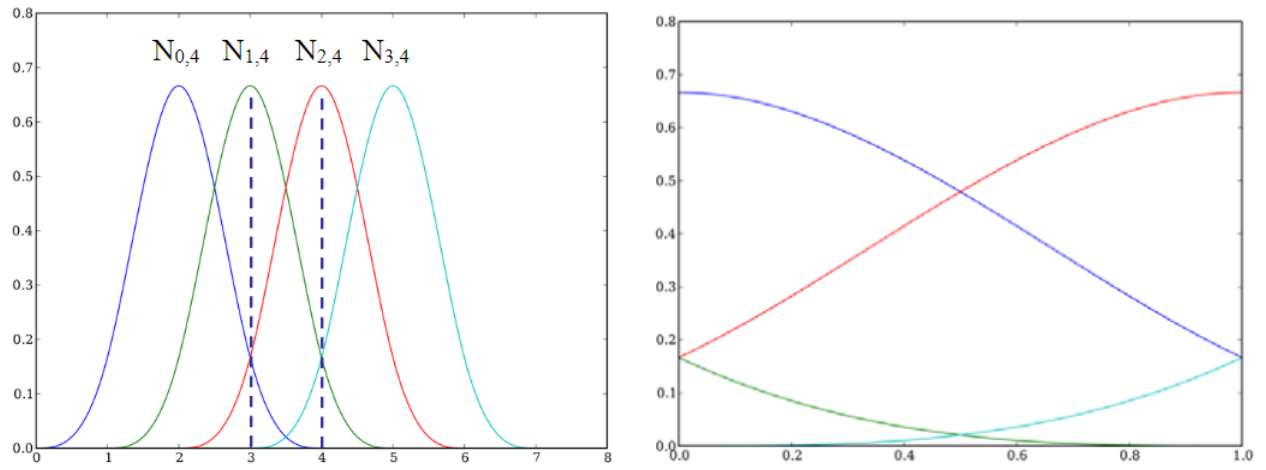
$$v(t) = \frac{1}{6}(3t^3 - 6t^2 + 4)$$

$$N_{0,4}(t) = \begin{cases} u(1-t) & \text{for } 0 \leq t \leq 1 \\ v(2-t) & \text{for } 1 \leq t \leq 2 \\ v(t-2) & \text{for } 2 \leq t \leq 3 \\ u(t-3) & \text{for } 3 \leq t \leq 4 \end{cases}$$

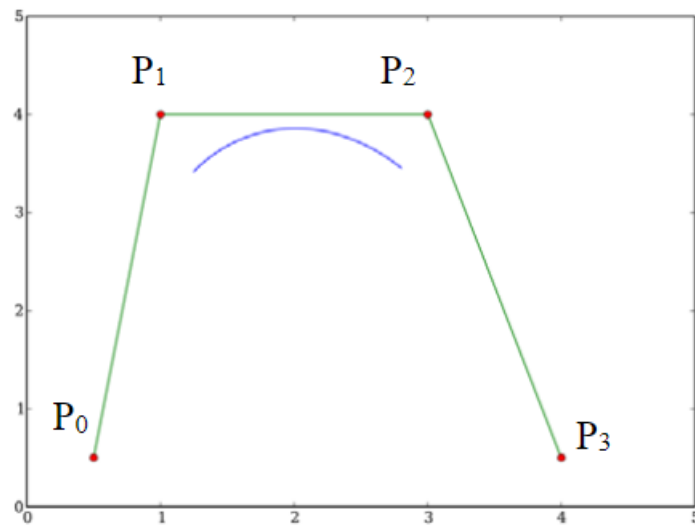


### Cubic Case - Uniform Knots

Looking only at the  $[3, 4]$  interval, and translating it to  $[0, 1]$ ,



- Cubic spline is drawn between  $P_1$  and  $P_2$ .
- For  $t$  in  $[3, 4]$ , control points  $P_0$  and  $P_3$  affect mostly the tangents.



**However:**

- Nothing stops us from evaluating the spline for any value of  $t$  if it serves our purposes
  - The math works
  - Some of the properties of the spline may be lost, but we will get a curve