

CMPT 732: Practices in visual computing I

Assignment 3 - part 2

Blender scripting

Total points: 20

Due: Wednesday, 23 November, 3:25 PM

Coons patch (20 points)

Using Blender Scripting functionality, you should implement a Coons patch. You should read the coordinates (X,Y,Z) of control points of four Bezier curves from the file `coons_patch_points.txt`. Each 4 lines contains the control points of a Bezier curve. For each curve each two lines contains one endpoint of the bezier curve and it's adjacent control point respectively. These four sets of control points determine the boundary of your Coons patch. After you load the points from the files you should generate the Coons patch based on the method discussed in the class and render it in Blender. You can use the sample code for Blender Scripting discussed in the class