

Bezier Surface Equation:

$$\boxed{\vec{P} = U M_B \vec{P} M_B^T W^T}$$

M_B - Bezier Matrix

\vec{P} - Matrix of Control points.

5x3 Bezier Patch

$$P(u, w) = [u^4 \ u^3 \ u^2 \ u \ 1]$$

$$\begin{bmatrix} 1 & -4 & 6 & -4 & 1 \\ -4 & +12 & -12 & 4 & \emptyset \\ 6 & -12 & 6 & \emptyset & \emptyset \\ -4 & 4 & \emptyset & \emptyset & \emptyset \\ 1 & \emptyset & \emptyset & \emptyset & \emptyset \end{bmatrix} \begin{matrix} \text{Bezier} \\ \text{matrix for} \\ \text{4th degree} \\ \text{Curve.} \end{matrix}$$

$$\begin{bmatrix} P_{00} & P_{01} & P_{02} \\ \vdots & \vdots & \vdots \\ P_{40} & P_{41} & P_{42} \end{bmatrix} \begin{bmatrix} 1 & -2 & 1 \\ -2 & 2 & \emptyset \\ 1 & \emptyset & \emptyset \end{bmatrix} \begin{bmatrix} w^2 \\ w \\ 1 \end{bmatrix}$$

Quadratic Curve Bezier Matrix