

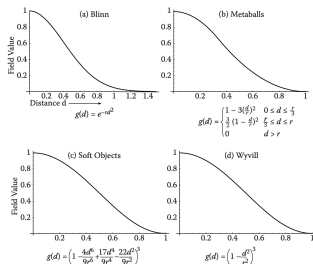
# Implicit modeling

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# Metaballs

1. Write implicit function  $f_1(x, y, z) = 0$  describing surface of a ball centered at  $1, 0, 0$
2. Write implicit function  $f_2(x, y, z) = 0$  describing surface of a ball centered at  $-1, 0, 0$
3. What is the surface described by  $f(x, y, z) = f_1(x, y, z) + f_2(x, y, z)$ ?
4. How can we describe two balls as implicit function? Hint: Explore properties of  $F_i(x, y, z) = 1 - \frac{\alpha}{(r-r_i)^2}$ .



1. Explore properties of  $\max(f_1, f_2)$  and  $\min(f_1, f_2)$ .
  - Problems: differentiability, smoothness, lack of closed algebraic form
2. Use basic R-function  $f_1 + f_2 \pm \sqrt{f_1^2 + f_2^2} = 0$  to get overlap and intersection.
3. Try Ricci blend  $(f_1^n + f_2^n)^{(1/n)}$  both for small and large values of  $n$ . Compare it to max and min blends.
4. Try Pasco blend with  $(f_1 + f_2 \pm \sqrt{f_1^2 + f_2^2})(f_1^2 + f_2^2)^{(n/2)}$ .

1. Write implicit function that describes rectangular cuboid
2. Apply twist

$$w(x, y, z) = \begin{Bmatrix} x * \cos(\theta(z)) - y * \sin(\theta(z)) \\ x * \sin(\theta(z)) + y * \cos(\theta(z)) \\ z \end{Bmatrix}. \quad (1)$$

3. Apply bending

$$s(y) = \frac{y_{\max} - y}{y_{\max} - y_{\min}} \quad w(x, y, z) = \begin{Bmatrix} s(y)x \\ y \\ s(y)z \end{Bmatrix} \quad (2)$$

4. Apply tempering

$$w(\alpha, y, z) = \begin{Bmatrix} -\sin(\theta) \star (y - 1/k) + x_0 \\ \cos(\theta) \star (y - 1/k) + 1/k \\ z \end{Bmatrix} \quad (3)$$

5. Apply composition of twist followed by bend

Thank you!