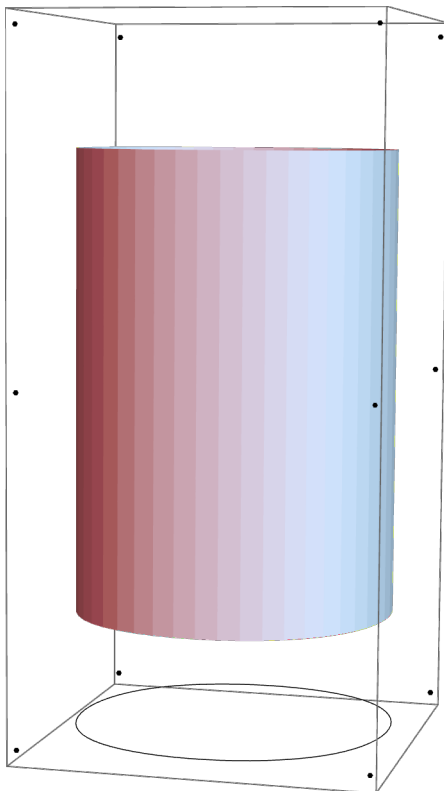


# BSpline (NURBS)

```
In[ ]:= pts = {{0, 0, 0}, {1, 0, 0}, {1, 1, 0}, {0, 1, 0}};  
cpts = {{0, 0, 0}, {1, 0, 0}, {1, 1, 0}, {0, 1, 0}},  
        {{0, 0, 1}, {1, 0, 1}, {1, 1, 1}, {0, 1, 1}},  
        {{0, 0, 2}, {1, 0, 2}, {1, 1, 2}, {0, 1, 2}}};  
Graphics3D[{BSplineCurve[pts, SplineClosed → True],  
  三维图形      B样条曲线      样条闭合      真  
  BSplineSurface[cpts, SplineClosed → True], Point /@ cpts}]  
  B样条曲面      样条闭合      真      点
```

Out[ ]:=

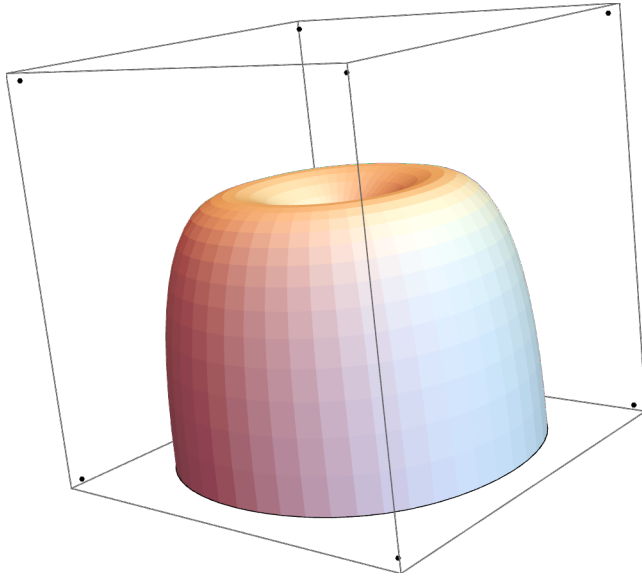


```

In[ ]:= pts = {{0, 0, 0}, {1, 0, 0}, {1, 1, 0}, {0, 1, 0}};
cpts = {{0, 0, 0}, {1, 0, 0}, {1, 1, 0}, {0, 1, 0}},
        {{0, 0, 1}, {1, 0, 1}, {1, 1, 1}, {0, 1, 1}},
        {{0.5, 0.5, 0.5}, {0.5, 0.5, 0.5}, {0.5, 0.5, 0.5}, {0.5, 0.5, 0.5}}};
Graphics3D[{BSplineCurve[pts, SplineClosed → True],
  三维图形      B样条曲线      样条闭合      真
    BSplineSurface[cpts, SplineClosed → {False, True}], Point /@ cpts}]
  B样条曲面      样条闭合      假      真      点

```

Out[ ]:=



```

In[ ]:= pts = {{0, 0, 0}, {1, 0, 0}, {1, 1, 0}, {0, 1, 0}};
cpts = {{0, 0, 0}, {1, 0, 0}, {1, 1, 0}, {0, 1, 0}},
        {{0, 0, 0.5}, {1, 0, 0.5}, {1, 1, 0.5}, {0, 1, 0.5}},
        {{0.5, 0.5, 0.5}, {0.5, 0.5, 0.5}, {0.5, 0.5, 0.5}, {0.5, 0.5, 0.5}}};
Graphics3D[{BSplineCurve[pts, SplineClosed → True],
  三维图形      B样条曲线      样条闭合      真
    BSplineSurface[cpts, SplineClosed → {True, True}], Point /@ cpts}]
  B样条曲面      样条闭合      真      真      点

```

Out[ ]:=

