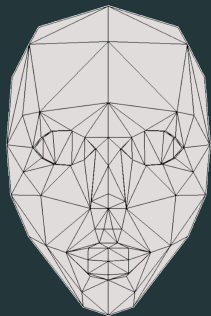# PN TRIANGLES

Rick van Veen   Laura Baakman

December 14, 2015

Advanced Computer Graphics

INPUT MESH   GOURAUD   PN GEOMETRY   PN TRIANGLES

SINGLE PN TRIANGLE

Bezier and Bernstein recap/why cubic?

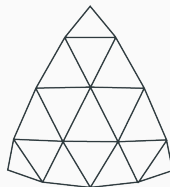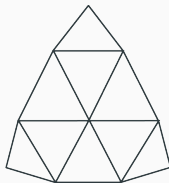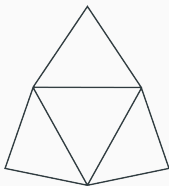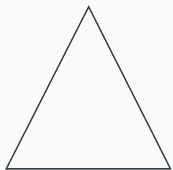How do you create the PN triangle geometrically

How do you create the PN triangle normals

Quadratic why no linear / cubic

Barycentric coordinates recap

LOD verhaal

0   1   2   3

The steps. Recap of everything construct geometry and normals and evaluate less (low lod) or more points (high lod)

A TRIANGLE MESH

Shared normals + [Thales of Milet, 500 BC]?

Continuity recap?

Continuity

Sharp edges

GRAPHICS PIPELINE

Waarom waren PN triangles hip in 2001? Plus pipeline

Hoe zou je het nu kunnen implementeren? Plus pipeline

CONCLUSION

Questions?

REFERENCES

References