



A Bezier curve is particularly a kind of spline generated from a set of control points by forming a set of polynomial functions. Discovered by the French engineer Pierre Bezier. These functions are computed from the coordinates of the control points. These curves can be generated under the control of other points. Tangents by using control points are used to generate curves.

It is an approximate spline curve. A Bezier curve is defined by the defining polygon. It has no properties that make them highly useful and convenient for curve and surface design.

Approximate tangents by using control points are used to generate curve. The Bezier curve can be represented mathematically as -

Summar



Message

