

Source: 1. Computer Graphics by Donald Hearn and M. Pauline Baker

Introduction to Computer Graphics, NPTEL Course by Prof. Prem Kalra

2. Computer Graphics by Donald Hearn and M. Pauline Baker

Higher degree approximations :-

① Explicit
 $y = f(x)$

② Implicit
 $f(x, y) = 0$

Defines curves implicitly as solution of equation system.

line : $ax + by + c = 0$

circle : $x^2 + y^2 - R^2 = 0$

③ Parametric

$$x = x(t), y = y(t)$$

Position on the curve is defined through a parameter.

Parametric curves form a rich variety of free form smooth curves.

"Splines"

Cubic Splines :-

$$p(t) = b_1 + b_2 t + b_3 t^2 + b_4 t^3$$

$$= \sum_{i=1}^4 b_i t^{i-1} \quad t_1 \leq t \leq t_2$$

is defined as a cubic polynomial of the parameter t .

$$\Rightarrow x(t) = \sum_{i=1}^4 b_{x_i} t^{i-1}$$

$$y(t) = \sum_{i=1}^4 b_{y_i} t^{i-1}$$

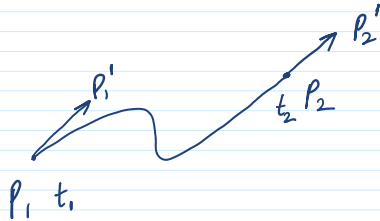
Vectors

$$P'(t) = B_2 + 2B_3t' + 3B_4t'^2$$

Tangent vectors at some location.

Example:-

Given,



Two end points P_1 and P_2 of the cubic curve.
(position vectors)

P_1' and P_2' are the tangent vectors at point P_1 and P_2 .

These points are defined for the parameter values t_1 and t_2 .

Let $t_1 = 0$

$$\begin{aligned} P(0) &= P_1 & P(t_2) &= P_2 \\ P'(0) &= P_1' & P'(t_2) &= P_2' \end{aligned}$$

We know,

$$P(t) = B_1 + B_2t + B_3t^2 + B_4t^3$$

$$P'(t) = B_2 + 2B_3t' + 3B_4t'^2$$

To obtain the generalized curve,

$$P(0) = B_1 = P_1$$

$$P(t_2) = B_1 + B_2t_2 + B_3t_2^2 + B_4t_2^3 = P_2$$

$$P'(0) = B_2 = P_1'$$

$$P'(t_2) = B_2 + 2B_3t_2 + 3B_4t_2^2 = P_2'$$

We get,

$$B_1 = P_1 \quad \text{--- (1)}$$

$$B_2 = P'_1 \quad \text{--- (2)}$$

$$B_1 + B_2 t_2 + B_3 t_2^2 + B_4 t_2^3 = P_2 \quad \text{--- (3)}$$

$$B_2 + 2B_3 t_2 + 3B_4 t_2^2 = P'_2 \quad \text{--- (4)}$$

Using (1) & (2) in (3) & (4)

$$P_1 + P'_1 t_2 + B_3 t_2^2 + B_4 t_2^3 = P_2$$

$$P'_1 + 2B_3 t_2 + 3B_4 t_2^2 = P'_2$$

solving for B_3 and B_4 ,

$$\text{Assuming } \left\{ \begin{array}{l} P_1 \rightarrow a \quad P'_1 \rightarrow b \quad t_2 \rightarrow c \\ P_2 \rightarrow d \quad P'_2 \rightarrow e \\ B_3 \rightarrow x \quad B_4 \rightarrow y \end{array} \right\} \text{ for simplicity}$$

$$a + bc + \cancel{x}c^2 + yc^3 = d$$

$$\frac{c}{2} \times [b + 2\cancel{x}c + 3yc^2 = e]$$

$$\frac{bc}{2} + \cancel{xc^2} + \frac{3yc^3}{2} = \frac{ec}{2}$$

$$a + bc - \frac{bc}{2} + yc^3 - \frac{3yc^3}{2} = d - \frac{ec}{2}$$

$$a + \frac{bc}{2} - \frac{yc^3}{2} = d - \frac{ec}{2}$$

$$-\frac{yc^3}{2} = d - \frac{ec}{2} - a - \frac{bc}{2}$$

$$y = -\frac{2}{c^3} \left[d - \frac{ec}{2} - a - \frac{bc}{2} \right]$$

$$y = -\frac{2d}{c^3} + \frac{e}{c^2} + \frac{2a}{c^3} + \frac{b}{c^2}$$

$$b + 2xc + 3 \left[-\frac{2d}{c^3} + \frac{e}{c^2} + \frac{2a}{c^3} + \frac{b}{c^2} \right] c^2 = e$$

$$b + 2uc + 3 \left[\frac{-2d}{c^3} + \frac{e}{c^2} + \frac{2a}{c^3} + \frac{b}{c^2} \right] c = e$$

$$b + 2uc - \frac{6d}{c^3} + \frac{3e}{c^2} + \frac{6a}{c^3} + \frac{3b}{c^2} = e$$

$$2uc - \frac{6d}{c} + 2e + \frac{6a}{c} + 4b = 0$$

$$2uc = \frac{6d - 6a}{c} - 2e - 4b$$

$$uc = \frac{3d - 3a}{c} - e - 2b$$

$$u = \frac{3d - 3a}{c^2} - \frac{e}{c} - \frac{2b}{c}$$

$$p_1 \rightarrow a \quad p_1' \rightarrow b \quad t_2 \rightarrow c$$

$$p_2 \rightarrow d \quad p_2' \rightarrow e$$

$$b_3 \rightarrow u \quad b_4 \rightarrow y$$

$$b_3 = \frac{3p_2}{t_2^2} - \frac{3p_1}{t_2^2} - \frac{p_2'}{t_2} - \frac{2p_1'}{t_2}$$

$$b_3 = \frac{3p_2 - 3p_1}{t_2^2} - \frac{2p_1'}{t_2} - \frac{p_2'}{t_2}$$

$$y = \frac{-2d}{c^3} + \frac{e}{c^2} + \frac{2a}{c^3} + \frac{b}{c^2}$$

$$b_4 = \frac{-2p_2}{t_2^3} + \frac{p_2'}{t_2^2} + \frac{2p_1}{t_2^3} + \frac{p_1'}{t_2^2}$$

$$= \frac{2p_1}{t_2^3} - \frac{2p_2}{t_2^3} + \frac{p_1'}{t_2^2} + \frac{p_2'}{t_2^2}$$

$$b_4 = \frac{2(p_1 - p_2)}{t_2^3} + \frac{p_1'}{t_2^2} + \frac{p_2'}{t_2^2}$$

Subst for b_1, b_2, b_3 and b_4

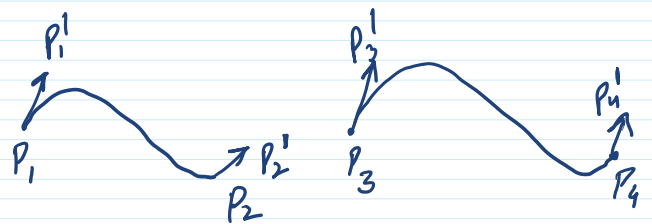
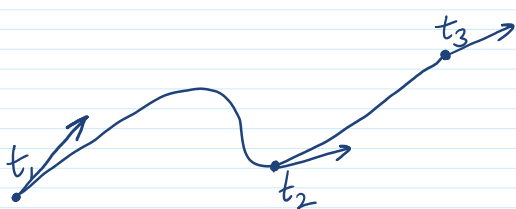
$$b_i = p_i$$

$$\left. \begin{aligned} B_1 &= P_1 \\ B_2 &= P_1' \\ B_3 &= \frac{3(P_2 - P_1)}{t_2^2} - \frac{2(P_1')}{t_2} - \frac{P_2'}{t_2} \\ B_4 &= \frac{2(P_1 - P_2)}{t_2^3} + \frac{P_1'}{t_2^2} + \frac{P_2'}{t_2^2} \end{aligned} \right\} \textcircled{A}$$

where P_1 and P_2 gives the position of the endpoints.
and P_1' and P_2' gives the direction of the tangent vectors.

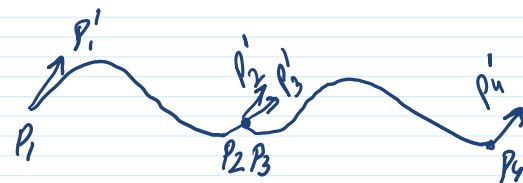
$$\begin{aligned} P(t) = & P_1 + P_1' t + \left(\frac{3(P_2 - P_1)}{t_2} - \frac{2P_1'}{t_2} - \frac{P_2'}{t_2} \right) t^2 \\ & + \left(\frac{2(P_1 - P_2)}{t_2^3} + \frac{P_1'}{t_2^2} + \frac{P_2'}{t_2^2} \right) t^3 \end{aligned}$$

Extending this idea to set of n points.



Joining of segments

2 SEGMENTS: P_1, P_2, P_3 (Points)
 P_1', P_2', P_3' (Tangents)



where P_2 and P_2' are the intermediate point and its tangent vector which is determined through some continuity constraint.

* Piecewise spline of degree k has continuity of order $(k-1)$ at the internal joints.

Thus cubic splines have second order continuity
i.e. $P_2''(t)$ is continuous over the joint.

$$P''(t) = \sum_{i=1}^4 (i-1)(i-2) B_i t^{i-3} \quad t_1 \leq t \leq t_2$$

at $t = t_2$

First Segment

$$P'' = 6B_1 t_2 + 2B_3$$

Second Segment

$$P'' = 2B_3$$

$$\text{So, } (6B_1 t_2 + 2B_3)_{\text{seg 1}} = (2B_3)_{\text{seg 2}}$$

Substitute the expressions for B_1 and B_3 and rearranging