

Računalniška grafika

krivulje in ploskve

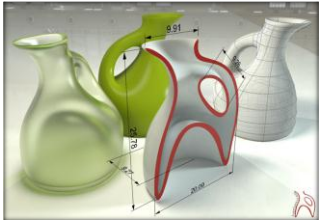
tricks of the mind
augmented reality



KRIVULJE

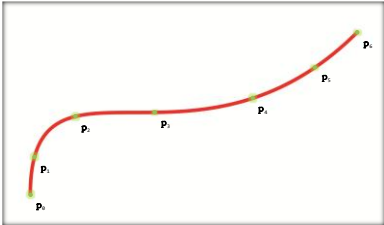
uporaba krivulj

nabe in skice
grafi
tipografije
računalniško podprto načrtovanje
modeliranje realnih predmetov



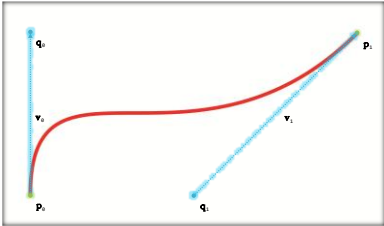
podajanje krivulj

množica točk
kontrolne točke
interpolacija



podajanje krivulj

množica točk
kontrolne točke
aproksimacija



enačba krivulje

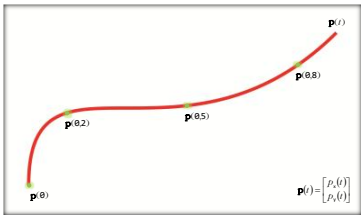
eksplicitno
implicitno
parametrično

$$\begin{aligned}p_y &= f(p_x) \\ p_y &= kp_x + m \\ p_y &= \cos p_x \\ f(p_x, p_y) &= 0 \\ ap_x + bp_y + c &= 0 \\ p_x^2 + p_y^2 - r^2 &= 0\end{aligned}$$

$$\begin{aligned}\mathbf{p}(t) &= \begin{bmatrix} p_x(t) \\ p_y(t) \end{bmatrix} \\ p_x(t) &= f(t) \\ p_y(t) &= g(t)\end{aligned}$$

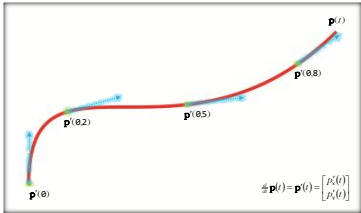
parametrične krivulje

točka kot funkcija ene spremenljivke



parametrične krivulje

tangenta krivulje



parametrične krivulje

krog
elipsa
hiperbola
parabola
premica


$$\mathbf{p}(t) = \begin{bmatrix} p_x(t) \\ p_y(t) \end{bmatrix}$$
$$p_x(t) = r \cos t, \quad p_y(t) = r \sin t$$
$$p_x(t) = a \cos t, \quad p_y(t) = b \sin t$$
$$p_x(t) = a \sec t, \quad p_y(t) = b \tan t$$
$$p_x(t) = at^2, \quad p_y(t) = 2at$$
$$p_x(t) = a_x + (b_x - a_x)t, \quad p_y(t) = a_y + (b_y - a_y)t$$


POLINOMSKE FUNKCIJE


$$f(t) = \sum_{i=0}^n c_i t^i$$

polinomske funkcije

linearne
kvadratne
kubične

$f(t) = c_0 + c_1 t$ 

$f(t) = c_0 + c_1 t + c_2 t^2$ 

$f(t) = c_0 + c_1 t + c_2 t^2 + c_3 t^3$ 

$$\mathbf{p}(t) = \sum_{i=0}^n \mathbf{c}_i t^i$$

POLINOMSKE KRIVULJE

polinomske krivulje

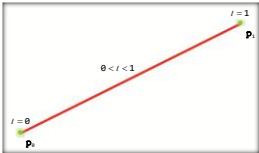
linearne
kvadratne
kubične

$$\mathbf{p}(t) = \begin{bmatrix} p_x(t) \\ p_y(t) \\ p_z(t) \end{bmatrix}, \quad \mathbf{c}_0 = \begin{bmatrix} c_{0x} \\ c_{0y} \\ c_{0z} \end{bmatrix}, \quad \mathbf{c}_1 = \begin{bmatrix} c_{1x} \\ c_{1y} \\ c_{1z} \end{bmatrix}$$
$$\mathbf{p}(t) = \mathbf{c}_0 + \mathbf{c}_1 t$$
$$p_x(t) = c_{0x} + c_{1x} t$$
$$p_y(t) = c_{0y} + c_{1y} t$$
$$p_z(t) = c_{0z} + c_{1z} t$$
$$\mathbf{p}(t) = \mathbf{c}_0 + \mathbf{c}_1 t + \mathbf{c}_2 t^2$$
$$\mathbf{p}(t) = \mathbf{c}_0 + \mathbf{c}_1 t + \mathbf{c}_2 t^2 + \mathbf{c}_3 t^3$$

polinomske krivulje

krivulja prvega reda
linearna interpolacija dveh točk
tri ekvivalentne predstavitve
števana vsota dveh točk
polinom
matrični zapis

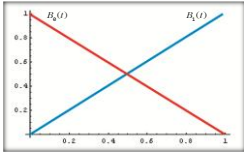
$$\mathbf{p}(t) = \text{lcrp}(t, \mathbf{p}_0, \mathbf{p}_1) = \mathbf{p}_0(1-t) + \mathbf{p}_1 t$$
$$\mathbf{p}(t) = \mathbf{p}_0 + (\mathbf{p}_1 - \mathbf{p}_0)t$$
$$\mathbf{p}(t) = \begin{bmatrix} \mathbf{p}_0 & \mathbf{p}_1 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ t \end{bmatrix}$$



krivulja prvega reda

utežena vsota dveh točk

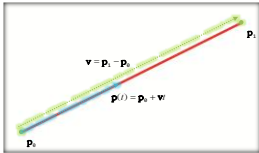
$$\mathbf{p}(t) = \mathbf{p}_0(1-t) + \mathbf{p}_1t$$
$$B_0(t) = 1-t, \quad B_1(t) = t$$
$$\mathbf{p}(t) = \mathbf{p}_0B_0(t) + \mathbf{p}_1B_1(t)$$



krivulja prvega reda

polinom

$$\mathbf{p}(t) = \mathbf{p}_0 + (\mathbf{p}_1 - \mathbf{p}_0)t$$
$$\mathbf{v} = \mathbf{p}_1 - \mathbf{p}_0$$
$$\mathbf{p}(t) = \mathbf{p}_0 + \mathbf{v}t$$



krivulja prvega reda

matrični zapis

$$\mathbf{p}(t) = [\mathbf{p}_0 \quad \mathbf{p}_1] \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ t \end{bmatrix}$$
$$\mathbf{G} = [\mathbf{p}_0 \quad \mathbf{p}_1] \quad \mathbf{B} = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \quad \mathbf{T}(t) = \begin{bmatrix} 1 \\ t \end{bmatrix}$$
$$\mathbf{p}(t) = \mathbf{GBT}(t)$$

$$\mathbf{p}(t) = (\mathbf{GBT}(t) = \mathbf{CT}(t))[\mathbf{p}_0 \quad \mathbf{p}_1 - \mathbf{p}_0] \begin{bmatrix} 1 \\ t \end{bmatrix} = \mathbf{p}_0 + (\mathbf{p}_1 - \mathbf{p}_0)t$$
$$\mathbf{p}(t) = \mathbf{G}(\mathbf{BT}(t)) = \mathbf{GB}(t) = [\mathbf{p}_0 \quad \mathbf{p}_1] \begin{bmatrix} 1-t \\ t \end{bmatrix} = \mathbf{p}_0(1-t) + \mathbf{p}_1t$$

krivulja prvega reda
izračun tangente krivulje

$$\frac{d}{dt} \mathbf{p}(t) = \mathbf{p}'(t) = \mathbf{p}_1 - \mathbf{p}_0$$

$$\mathbf{p}(t) = \mathbf{p}_0(1-t) + \mathbf{p}_1 t$$

$$\mathbf{p}'(t) = \mathbf{p}_0(-1) + \mathbf{p}_1 1$$

$$\mathbf{p}(t) = \mathbf{p}_0 + (\mathbf{p}_1 - \mathbf{p}_0)t$$

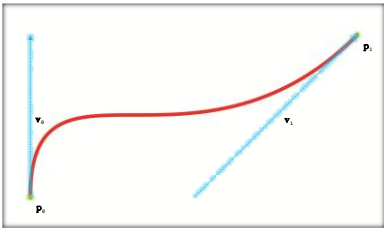
$$\mathbf{p}'(t) = \mathbf{p}_0 0 + (\mathbf{p}_1 - \mathbf{p}_0)1$$

$$\mathbf{p}(t) = [\mathbf{p}_0 \quad \mathbf{p}_1] \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ t \end{bmatrix}$$

$$\mathbf{p}'(t) = [\mathbf{p}_0 \quad \mathbf{p}_1] \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

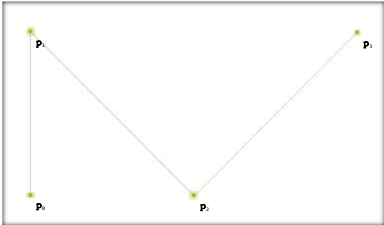
HERMITSKE KRIVULJE

hermitske krivulje
začetna in končna točka
tangenti na krivuljo

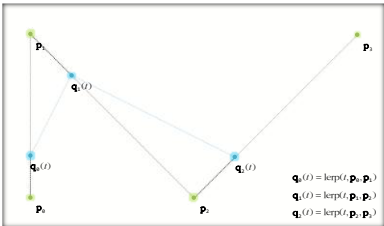


BÉZIEROVE KRIVULJE

Bézierove krivulje
De Casteljau konstrukcija

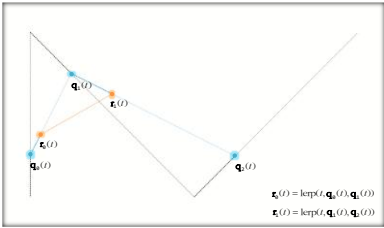


Bézierove krivulje
De Casteljau konstrukcija



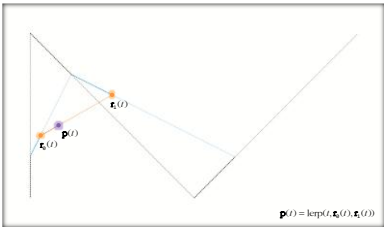
Bézierove krivulje

De Casteljau konstrukcija



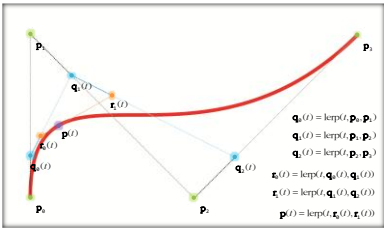
Bézierove krivulje

De Casteljau konstrukcija



Bézierove krivulje

De Casteljau konstrukcija



Bézierove krivulje

De Casteljau konstrukcija

prve stopnje

druge stopnje

tretje stopnje

četrte stopnje

Bézierove krivulje

rekurzivna linearna interpolacija

Bézierove krivulje

utežena vsota kontrolnih točk

$$\mathbf{q}_i(t) = \text{lerp}(t, \mathbf{p}_i, \mathbf{p}_{i+1}) = \mathbf{p}_i(1-t) + \mathbf{p}_{i+1}t$$
$$\mathbf{q}_i(t) = \text{lerp}(t, \mathbf{p}_i, \mathbf{p}_{i+1}) = \mathbf{p}_i(1-t) + \mathbf{p}_{i+1}t$$
$$\mathbf{q}_i(t) = \text{lerp}(t, \mathbf{p}_i, \mathbf{p}_{i+1}) = \mathbf{p}_i(1-t) + \mathbf{p}_{i+1}t$$

$$\mathbf{r}_i(t) = \text{lerp}(t, \mathbf{q}_i(t), \mathbf{q}_{i+1}(t)) = (\mathbf{p}_i(1-t) + \mathbf{p}_{i+1}t)(1-t) + (\mathbf{p}_{i+1}(1-t) + \mathbf{p}_{i+2}t)t$$
$$\mathbf{r}_i(t) = \text{lerp}(t, \mathbf{q}_i(t), \mathbf{q}_{i+1}(t)) = (\mathbf{p}_i(1-t) + \mathbf{p}_{i+1}t)(1-t) + (\mathbf{p}_{i+1}(1-t) + \mathbf{p}_{i+2}t)t$$

$$\mathbf{p}(t) = \text{lerp}(t, \mathbf{r}_i(t), \mathbf{r}_{i+1}(t)) = ((\mathbf{p}_i(1-t) + \mathbf{p}_{i+1}t)(1-t) + (\mathbf{p}_{i+1}(1-t) + \mathbf{p}_{i+2}t)t)(1-t) + ((\mathbf{p}_{i+1}(1-t) + \mathbf{p}_{i+2}t)t)(1-t) + (\mathbf{p}_{i+2}(1-t) + \mathbf{p}_{i+3}t)t$$

$$\mathbf{p}(t) = \mathbf{p}_0(1-t)^3 + \mathbf{p}_13(1-t)^2t + \mathbf{p}_23(1-t)t^2 + \mathbf{p}_3t^3$$
$$B_0(t) = (1-t)^3 = 1 - 3t + 3t^2 - t^3$$
$$B_1(t) = 3(1-t)^2t = 3t - 6t^2 + 3t^3$$
$$B_2(t) = 3(1-t)t^2 = 3t^2 - 3t^3$$
$$B_3(t) = t^3$$

Bézierove krivulje

Bernsteinski polinomi

$$\mathbf{p}(t) = \sum_{i=0}^n \mathbf{p}_i B_i^n(t), \quad B_i^n(t) = \binom{n}{i} (1-t)^{n-i} t^i$$
$$\binom{n}{i} = \frac{n!}{i!(n-i)!}, \quad n! = \prod_{k=1}^n k$$
$$\sum_{i=0}^n B_i^n(t) = 1$$

Bézierove krivulje

kubični polinom

$$\mathbf{p}(t) = \mathbf{p}_0(1-t)^3 + \mathbf{p}_1 3(1-t)^2 t + \mathbf{p}_2 3(1-t)t^2 + \mathbf{p}_3 t^3$$
$$\mathbf{p}(t) = \mathbf{p}_0(1-3t+3t^2-t^3) + \mathbf{p}_1(3t-6t^2+3t^3) + \mathbf{p}_2(3t^2-3t^3) + \mathbf{p}_3 t^3$$
$$\mathbf{p}(t) = \mathbf{p}_0 + (-3\mathbf{p}_0+3\mathbf{p}_1)t + (3\mathbf{p}_0-6\mathbf{p}_1+3\mathbf{p}_2)t^2 + (-\mathbf{p}_0+3\mathbf{p}_1-3\mathbf{p}_2+\mathbf{p}_3)t^3$$

$$\mathbf{p}(t) = \mathbf{c}_0 + \mathbf{c}_1 t + \mathbf{c}_2 t^2 + \mathbf{c}_3 t^3$$
$$\mathbf{c}_0 = \mathbf{p}_0$$
$$\mathbf{c}_1 = (-3\mathbf{p}_0+3\mathbf{p}_1)$$
$$\mathbf{c}_2 = (3\mathbf{p}_0-6\mathbf{p}_1+3\mathbf{p}_2)$$
$$\mathbf{c}_3 = (-\mathbf{p}_0+3\mathbf{p}_1-3\mathbf{p}_2+\mathbf{p}_3)$$

$$\mathbf{p}'(t) = \mathbf{a}_0 + \mathbf{a}_1 2t + \mathbf{a}_2 3t^2$$
$$\mathbf{p}'(0) = \mathbf{p}_1 - \mathbf{p}_0, \quad \mathbf{p}'(1) = \mathbf{p}_3 - \mathbf{p}_0, \quad \mathbf{p}'(0) = 3(\mathbf{p}_1 - \mathbf{p}_0), \quad \mathbf{p}'(1) = 3(\mathbf{p}_2 - \mathbf{p}_1)$$

Bézierove krivulje


matrični zapis

$$\mathbf{p}(t) = \mathbf{C} \mathbf{T}(t) = \begin{bmatrix} \mathbf{a}_0 & \mathbf{a}_1 & \mathbf{a}_2 & \mathbf{a}_3 \end{bmatrix} \begin{bmatrix} 1 \\ t \\ t^2 \\ t^3 \end{bmatrix}$$
$$\mathbf{a}_0 = \mathbf{p}_0, \quad \mathbf{a}_1 = -3\mathbf{p}_0+3\mathbf{p}_1, \quad \mathbf{a}_2 = 3\mathbf{p}_0-6\mathbf{p}_1+3\mathbf{p}_2, \quad \mathbf{a}_3 = -\mathbf{p}_0+3\mathbf{p}_1-3\mathbf{p}_2+\mathbf{p}_3$$
$$\mathbf{p}(t) = \mathbf{G} \mathbf{B}(t) = \begin{bmatrix} \mathbf{p}_0 & \mathbf{p}_1 & \mathbf{p}_2 & \mathbf{p}_3 \end{bmatrix} \begin{bmatrix} B_0(t) \\ B_1(t) \\ B_2(t) \\ B_3(t) \end{bmatrix}$$
$$B_0(t) = 1-3t+3t^2-t^3, \quad B_1(t) = 3t-6t^2+3t^3, \quad B_2(t) = 3t^2-3t^3, \quad B_3(t) = t^3$$

$$\mathbf{p}(t) = \mathbf{G} \mathbf{B}_0 \mathbf{T}(t) = \begin{bmatrix} \mathbf{p}_0 & \mathbf{p}_1 & \mathbf{p}_2 & \mathbf{p}_3 \end{bmatrix} \begin{bmatrix} 1 & -3 & 3 & -1 \\ 0 & 3 & -6 & 3 \\ 0 & 0 & 3 & -3 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ t \\ t^2 \\ t^3 \end{bmatrix}$$

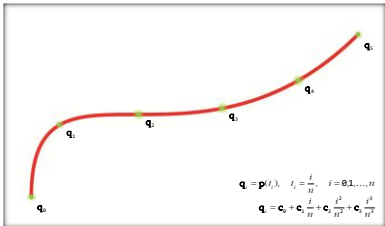
Bézierove krivulje

risanje



Bézierove krivulje

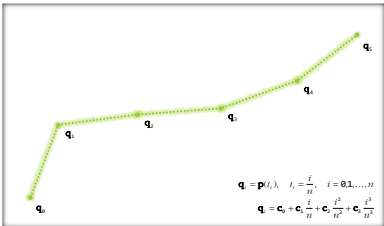
risanje



$$\mathbf{q} = \mathbf{p}(t), \quad t_i = \frac{i}{n}, \quad i = 0, 1, \dots, n$$
$$\mathbf{q} = \mathbf{c}_0 + \mathbf{c}_1 \frac{t^1}{n} + \mathbf{c}_2 \frac{t^2}{n^2} + \mathbf{c}_3 \frac{t^3}{n^3}$$

Bézierove krivulje

risanje



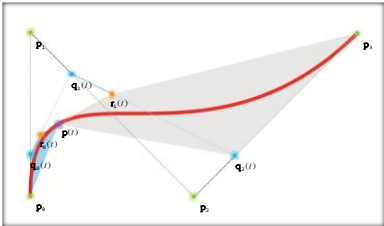
$$\mathbf{q} = \mathbf{p}(t), \quad t_i = \frac{i}{n}, \quad i = 0, 1, \dots, n$$
$$\mathbf{q} = \mathbf{c}_0 + \mathbf{c}_1 \frac{t^1}{n} + \mathbf{c}_2 \frac{t^2}{n^2} + \mathbf{c}_3 \frac{t^3}{n^3}$$

Krivulje in ploskve

12

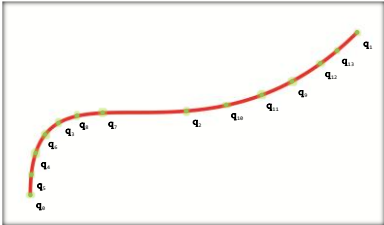
Bézier krivulje

risanje



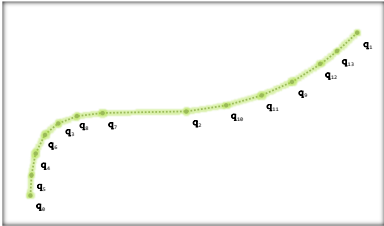
Bézierove krivulje

risanje



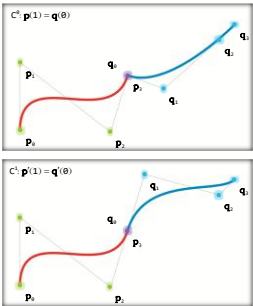
Bézierove krivulje

risanje



SESTAVLJENE KRIVULJE

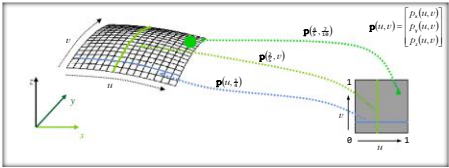
sestavljanje krivulj
zveznost C^0
zveznost G^1



PARAMETRIČNE PLOSKVE

parametrične ploskve

neodvisna parametra u in v



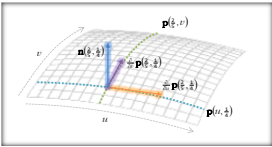
parametrične ploskve

tangente

$$\frac{\partial}{\partial u} \mathbf{p}(u, v) = \begin{bmatrix} \frac{\partial}{\partial u} p_x(u, v) \\ \frac{\partial}{\partial u} p_y(u, v) \\ \frac{\partial}{\partial u} p_z(u, v) \end{bmatrix} \quad \frac{\partial}{\partial v} \mathbf{p}(u, v) = \begin{bmatrix} \frac{\partial}{\partial v} p_x(u, v) \\ \frac{\partial}{\partial v} p_y(u, v) \\ \frac{\partial}{\partial v} p_z(u, v) \end{bmatrix}$$

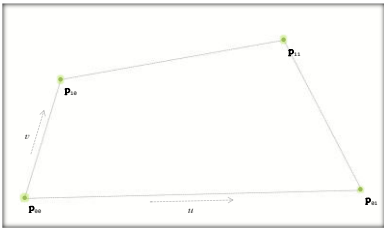
$$\mathbf{n}(u, v) = \frac{\partial}{\partial u} \mathbf{p}(u, v) \times \frac{\partial}{\partial v} \mathbf{p}(u, v)$$

$$\mathbf{n}_n(u, v) = \frac{\mathbf{n}(u, v)}{\|\mathbf{n}(u, v)\|}$$



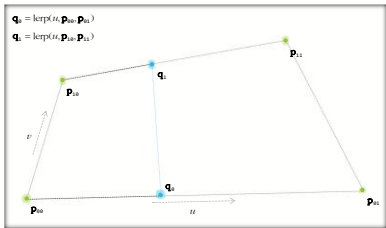
bilinearna krpa

kontrolna mreža štirih točk



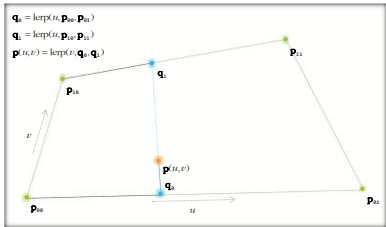
bilinearna krpa

prvi korak



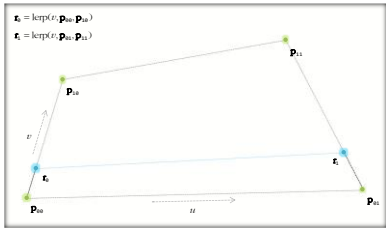
bilinearna krpa

drugi korak



bilinearna krpa

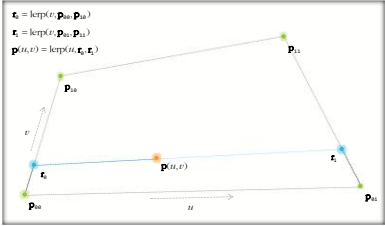
prvi korak



bilinearna krpa

drugi korak

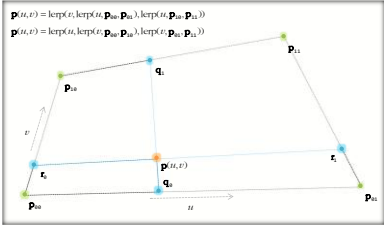
$\xi_i = \text{lerp}(v, \mathbf{p}_{10}, \mathbf{p}_{11})$
 $\xi_i = \text{lerp}(v, \mathbf{p}_{10}, \mathbf{p}_{11})$
 $\mathbf{p}'(u, v) = \text{lerp}(u, \xi_i, \xi_j)$



bilinearna krpa

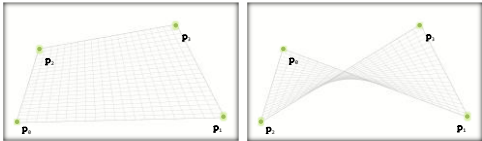
Drugi korak

$\mathbf{p}'(u, v) = \text{lerp}(v, \text{lerp}(u, \mathbf{p}_{10}, \mathbf{p}_{11}), \text{lerp}(u, \mathbf{p}_{12}, \mathbf{p}_{13}))$
 $\mathbf{p}'(u, v) = \text{lerp}(u, \text{lerp}(v, \mathbf{p}_{10}, \mathbf{p}_{12}), \text{lerp}(v, \mathbf{p}_{11}, \mathbf{p}_{13}))$



bilinearna krpa

lastnosti



Krivulje in ploskve

17

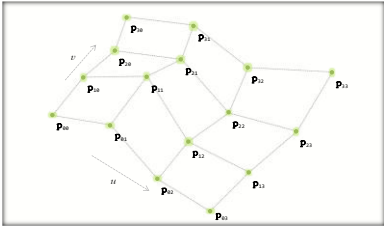
bilinearna krpa

učetena vsota točk
bilinearni polinom
matrični zapis

$$\mathbf{p}(u,v) = \mathbf{p}_{00}(1-u)(1-v) + \mathbf{p}_{01}u(1-v) + \mathbf{p}_{10}(1-u)v + \mathbf{p}_{11}uv$$
$$\mathbf{p}(u,v) = \mathbf{p}_{00} + (\mathbf{p}_{01} - \mathbf{p}_{00})u + (-\mathbf{p}_{00} + \mathbf{p}_{10})v + (\mathbf{p}_{00} - \mathbf{p}_{01} - \mathbf{p}_{10} + \mathbf{p}_{11})uv$$
$$\mathbf{p}(u,v) = \begin{bmatrix} 1 & u \\ -1 & 1 \end{bmatrix} \begin{bmatrix} \mathbf{p}_{00} & \mathbf{p}_{01} \\ \mathbf{p}_{10} & \mathbf{p}_{11} \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ v \\ u \end{bmatrix}$$
$$\mathbf{p}(u,v) = \mathbf{V}(v)^T \mathbf{B}^T \mathbf{G} \mathbf{U}(u)$$

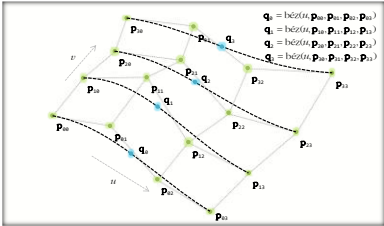
bikubična Bézierova krpa

kontrolna mreža šestnajstih točk



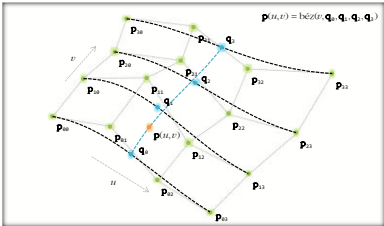
bikubična Bézierova krpa

pri korak



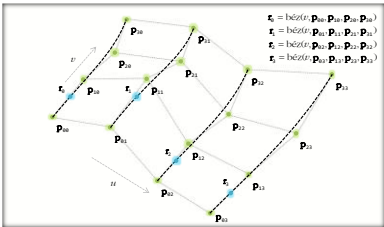
bikubična Bézierova krpa

drugi korak



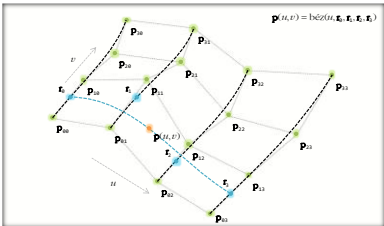
bikubična Bézierova krpa

prvi korak



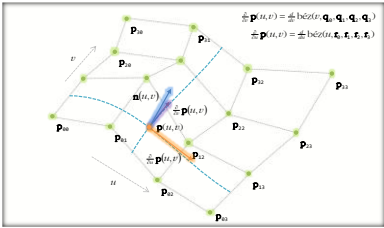
bikubična Bézierova krpa

drugi korak



bikubična Bézierova krpa

tangente



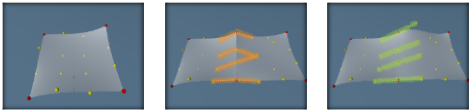
bikubična Bézierova krpa

Bernsteinovi polinomi
matricni zapis

$$\mathbf{p}(u, v) = \sum_{i=0}^3 \sum_{j=0}^3 \mathbf{p}_{ij} B_i^3(u) B_j^3(v)$$
$$\mathbf{p}(u, v) = \mathbf{V}(v)^T \mathbf{B}_v^T \mathbf{G} \mathbf{B}_u \mathbf{U}(u)$$
$$\mathbf{p}(u, v) = \begin{bmatrix} 1 & u & u^2 & u^3 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ -3 & 3 & 0 & 0 \\ 3 & -6 & 3 & 0 \\ -1 & 3 & -3 & 1 \end{bmatrix} \begin{bmatrix} \mathbf{p}_{00} & \mathbf{p}_{01} & \mathbf{p}_{02} & \mathbf{p}_{03} \\ \mathbf{p}_{10} & \mathbf{p}_{11} & \mathbf{p}_{12} & \mathbf{p}_{13} \\ \mathbf{p}_{20} & \mathbf{p}_{21} & \mathbf{p}_{22} & \mathbf{p}_{23} \\ \mathbf{p}_{30} & \mathbf{p}_{31} & \mathbf{p}_{32} & \mathbf{p}_{33} \end{bmatrix} \begin{bmatrix} 1 & -3 & 3 & -1 \\ 0 & 3 & -6 & 3 \\ 0 & 0 & 3 & -3 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ v \\ v^2 \\ v^3 \end{bmatrix}$$

bikubična Bézierova krpa

risanje
sestavljajanje



krivulje in ploskve

krivulje
kontrolne točke, aproksimacija, interpolacija
enačba krivulje
eksplicitna, implicitna, parametrična,
utežena vsota kontrolnih točk, polinom, matrični zapis
parametrične krivulje
linearne, kvadratne, kubične
Bézierove krivulje
De Casteljau konstrukcija, Bernsteinovi polinomi,
risanje s prilagodljivim vzorčenjem, sestavljanje krivulj
sestavljane krivulj
zveznost G^s , zveznost C^k
ploskve
bilinearne krpe, bikubične Bézierove krpe, sestavljanje krp

<http://alecjacobson.com/programs/Bezier-curve/>
<http://processingjs.nihongoresources.com/bezierinfo/>
<http://www2.mat.dtu.dk/people/j.Gravesen/cagd/>
<http://www.math.psu.edu/dlitttle/java/parametricequations/index.html>
Lengyel, *Mathematics for 3D Game Programming & Computer Graphics*, ch 15
Akenine-Möller, Haines, Hoffman, *Real-Time Rendering*, 3rd Ed., ch 12,13
Angel, *Interactive Computer Graphics*, 5th Ed., ch 12
Baker, *Computer Graphics with OpenGL*, 3rd ed, ch 8.8-12,8.18
Eberly, *3D Game Engine Design*, ch 7,8
dodatna literatura Guid, *Računalniška grafika*, ch 7,8

DO PRIHODNJIČ
