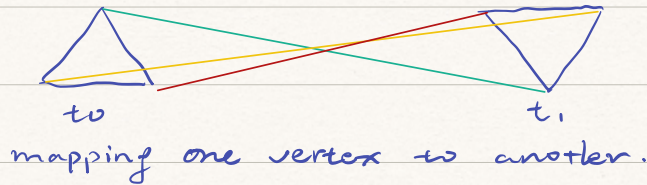


Tweens.

lerp: smooth blend two points x, y , define a function that simulate the process of moving in linear.

$$L(0) = x, L(1) = y, L(t) = (1-t)x + ty.$$



Quadratic Approximation

$$1 = ((1-t) + t)^2 = (1-t)^2 + 2t(1-t) + t^2$$

$$\Rightarrow (1-t)^2 A + 2t(1-t) C + B t^2.$$

C : the control point