

SIGGRAPH 93
20th International Conference
on Computer Graphics and
Interactive Techniques

Anaheim Convention Center
1 to 6 August 1993

COURSE NOTES 82

**Curve and Surface Design: From
Geometry to Applications**

ORGANIZERS

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LECTURERS

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Schedule

1. Bezier Curves (Gregory M. Nielson)
2. Blossoming: Bezier Curves (Alyn P. Rockwood)
3. Piecewise Cubic Interpolation (Thomas A. Foley)
4. B-Splines (Hans J. Hagen)
5. Blossoming: B-Splines (Alyn P. Rockwood)
6. NURBS (Hans J. Hagen)
7. Geometric Continuity (Gregory M. Nielson)
8. Tensor Product Surfaces (Thomas A. Foley)
9. Trimmed NURBS Surfaces + demo (Alyn P. Rockwood)
10. Surface Interrogation (Hans J. Hagen)
11. Coons Patches, Gordon Surfaces (Gregory M. Nielson)
12. Triangular Bezier Patches (Thomas A. Foley)
13. Open Discussion on Future Research & Development (all)