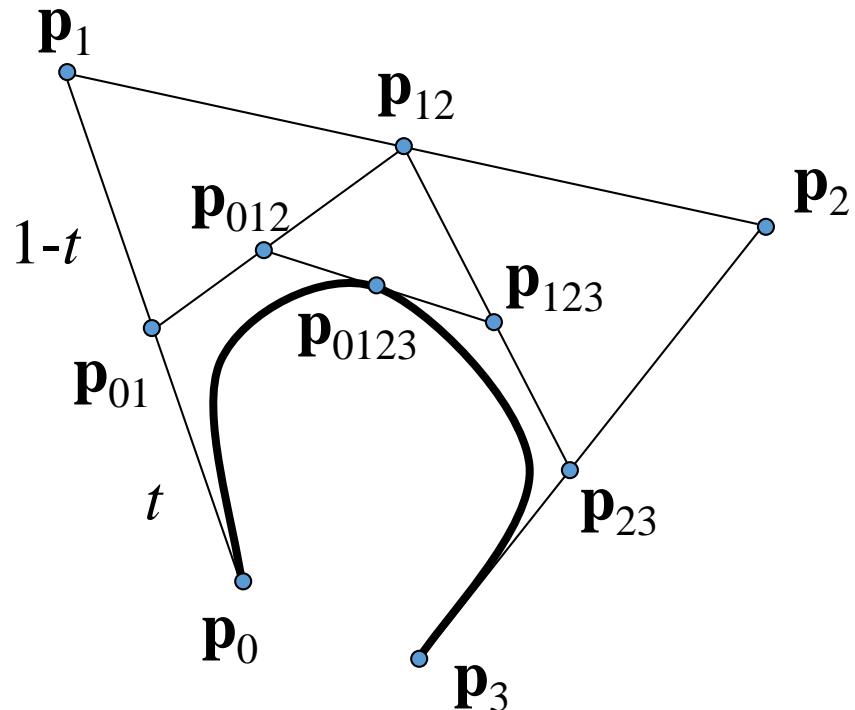


Bezier Blossoms

CS 418
Interactive Computer Graphics
John C. Hart

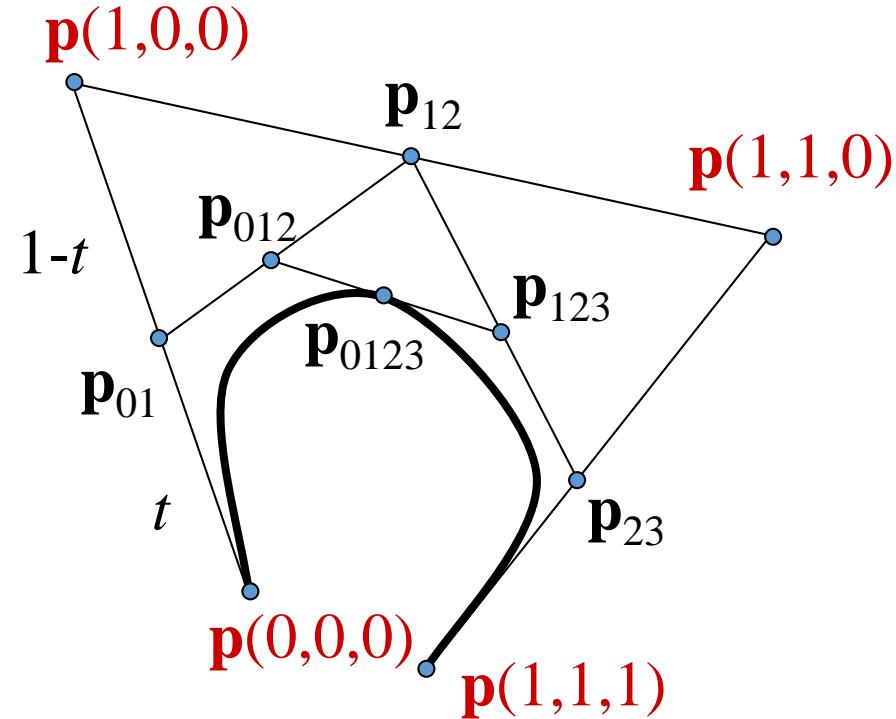
de Casteljau

- de Casteljau algorithm evaluates a point on a Bezier curve by scaffolding lerps
- Blossoming renames the control and intermediate points, like \mathbf{p}_{12} , using a polar form, like $\mathbf{p}(0,t,1)$



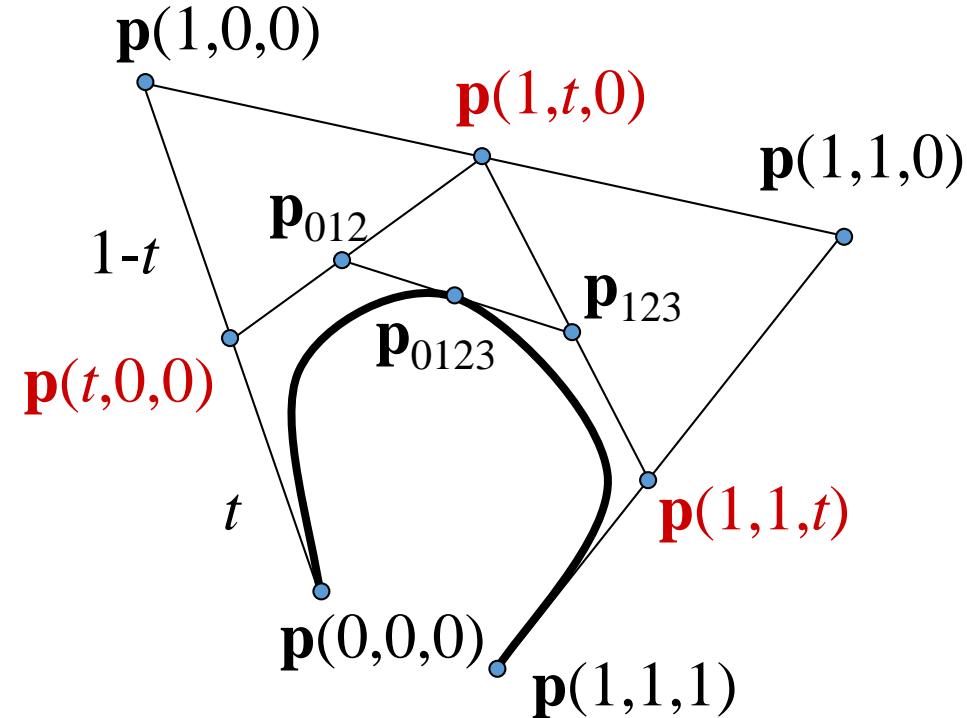
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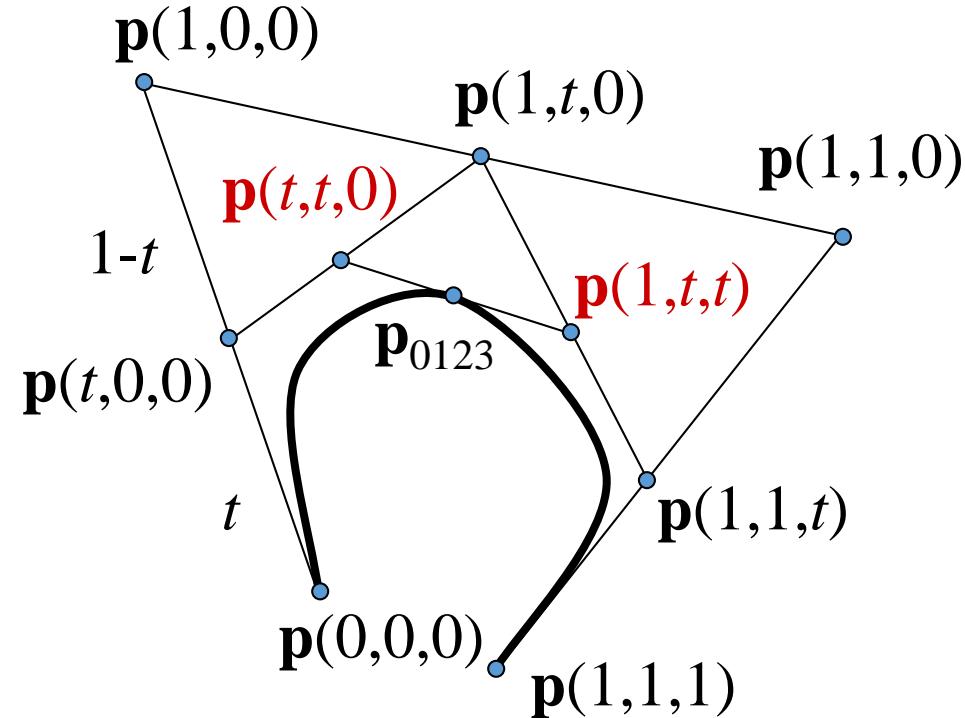
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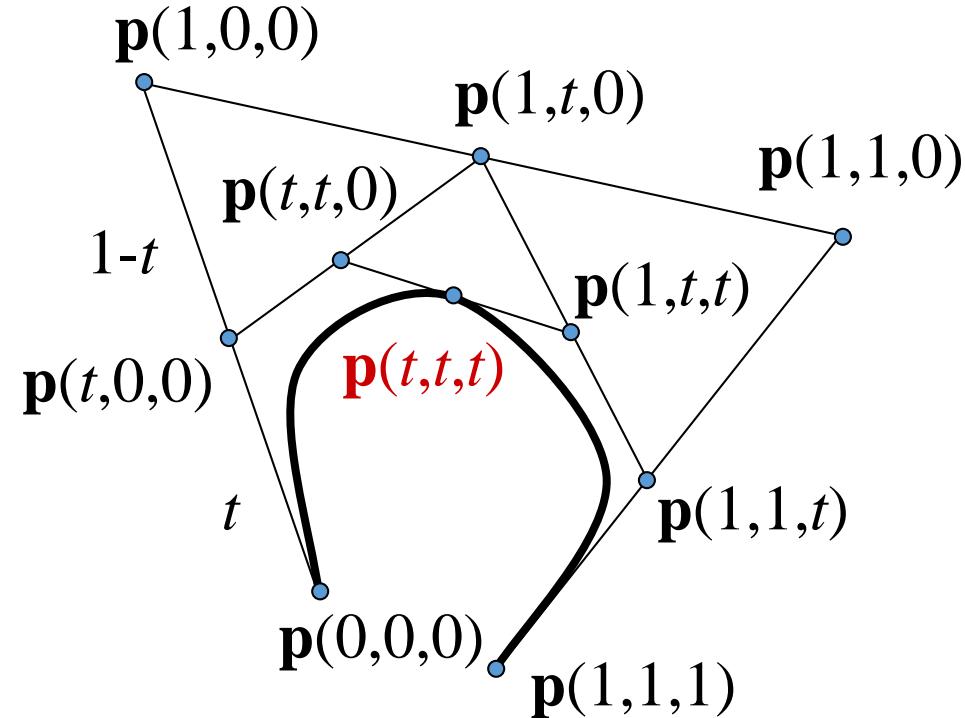
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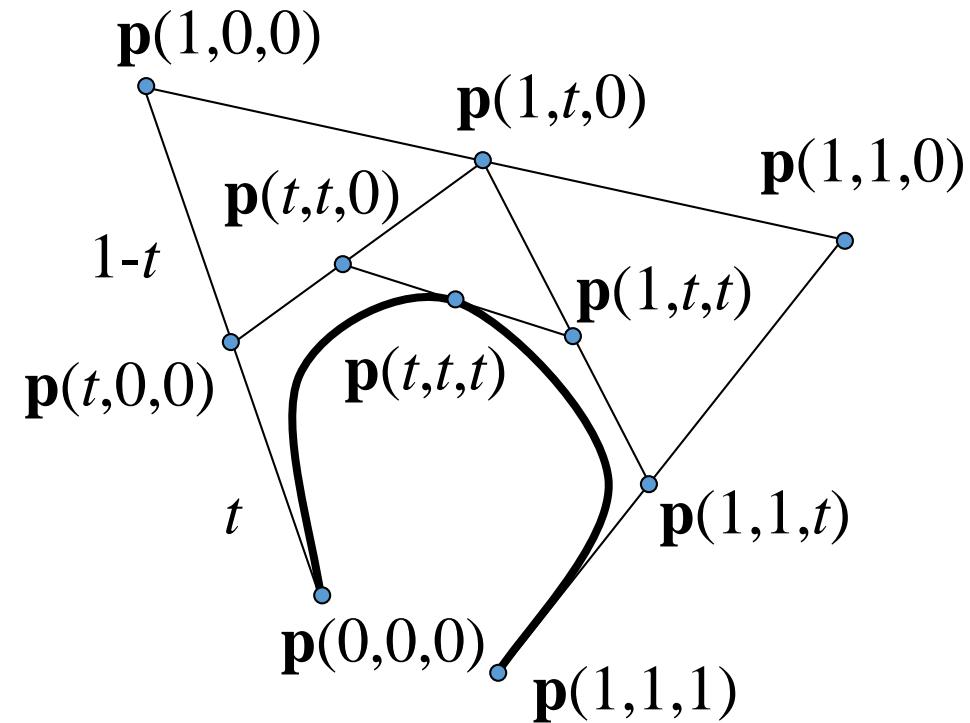
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Blossoming Rules

1. # of parameters = degree

Cubic: $p(., ., .)$



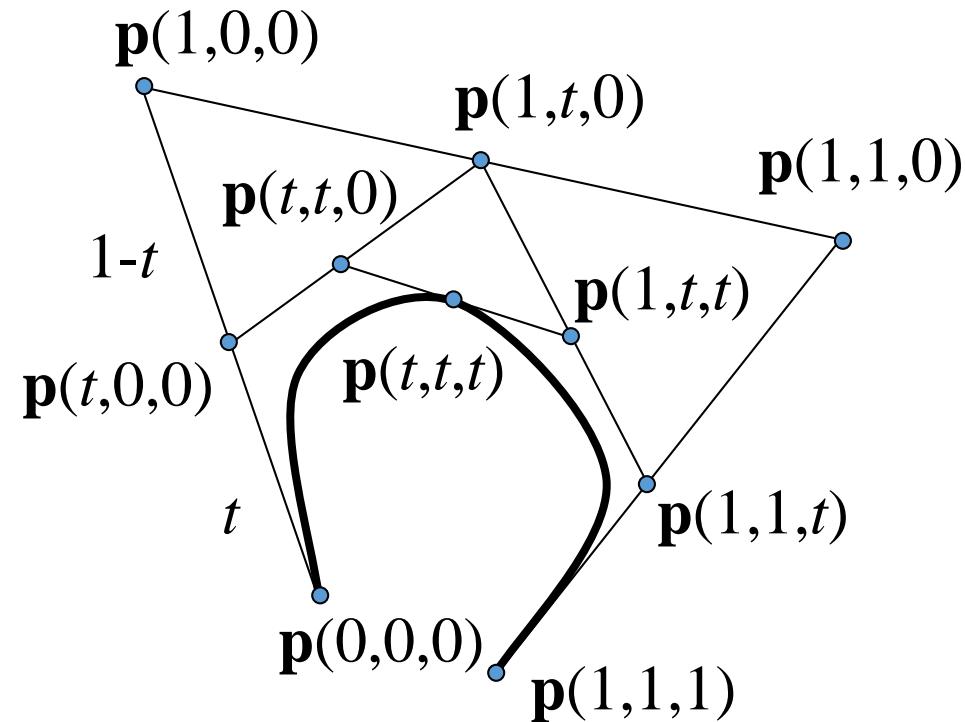
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$$p(a,b,c) = p(b,a,c)$$



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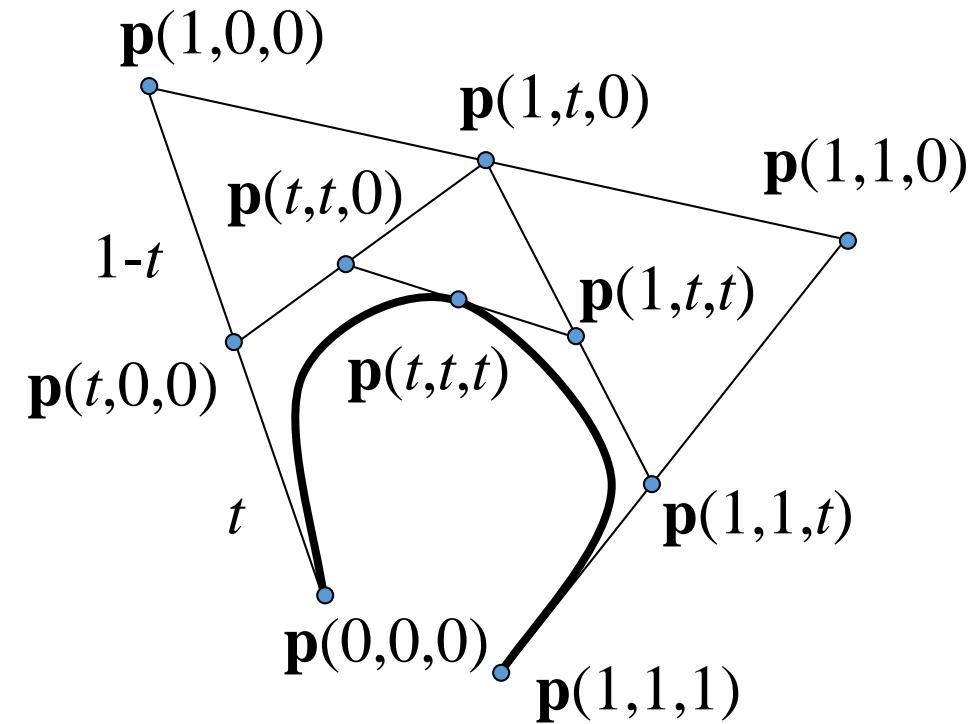
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3. Setting up the board

$$\begin{aligned} & p(0,0,0), p(0,0,1), \\ & p(0,1,1), p(1,1,1) \end{aligned}$$



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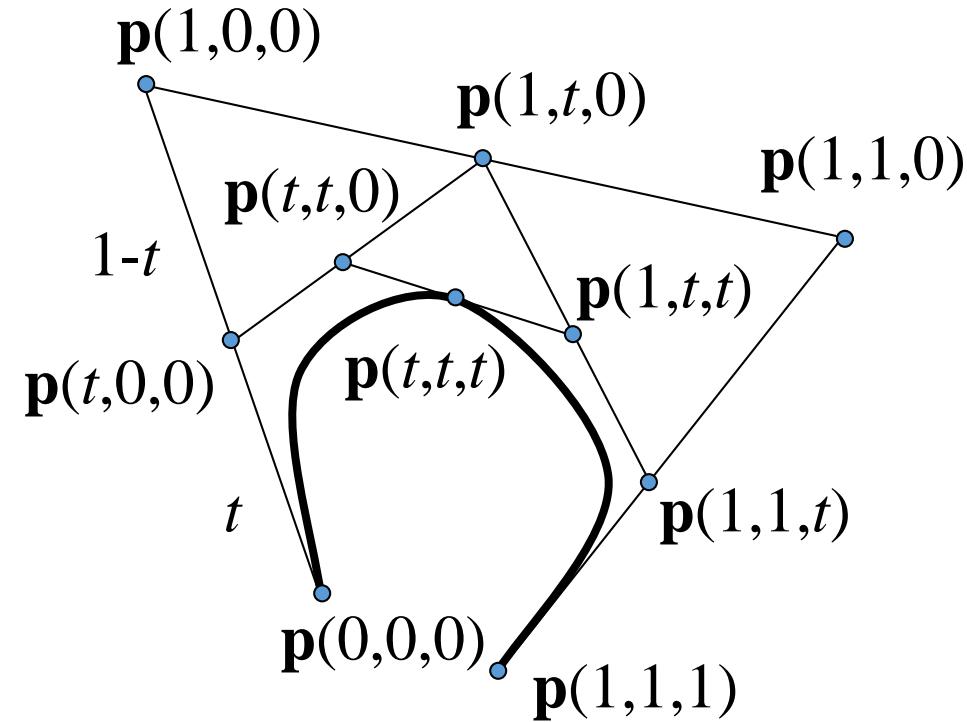
$$\mathbf{p}(a,b,c) = \mathbf{p}(b,a,c)$$

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$$\begin{aligned}\mathbf{p}(0,0,0), \mathbf{p}(0,0,1), \\ \mathbf{p}(0,1,1), \mathbf{p}(1,1,1)\end{aligned}$$

4. Winning the game

$$\mathbf{p}(t,t,t)$$



Placing Blossoms

Find two blossoms whose values match except for one

2 4 5

1 2 4

Rewrite the blossoms in a consistent order and draw a line segment between them

5 2 4

1 2 4

Interpolate the differing blossom value at interpolated points along the line segment

5 2 4

1 2 4

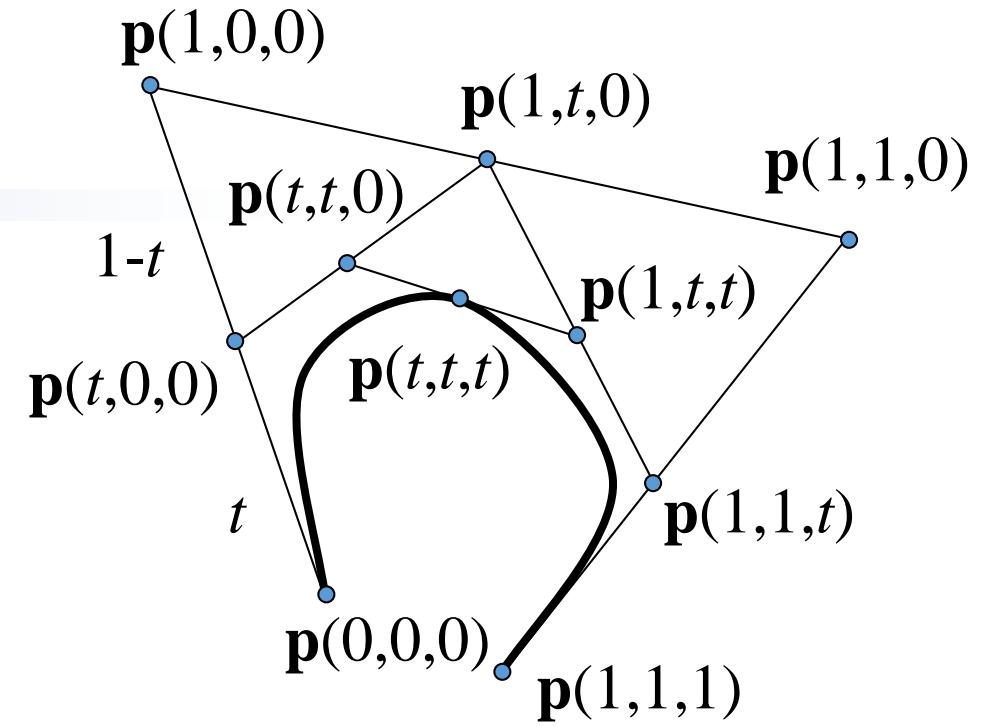
3 2 4

2 2 4

4 2 4

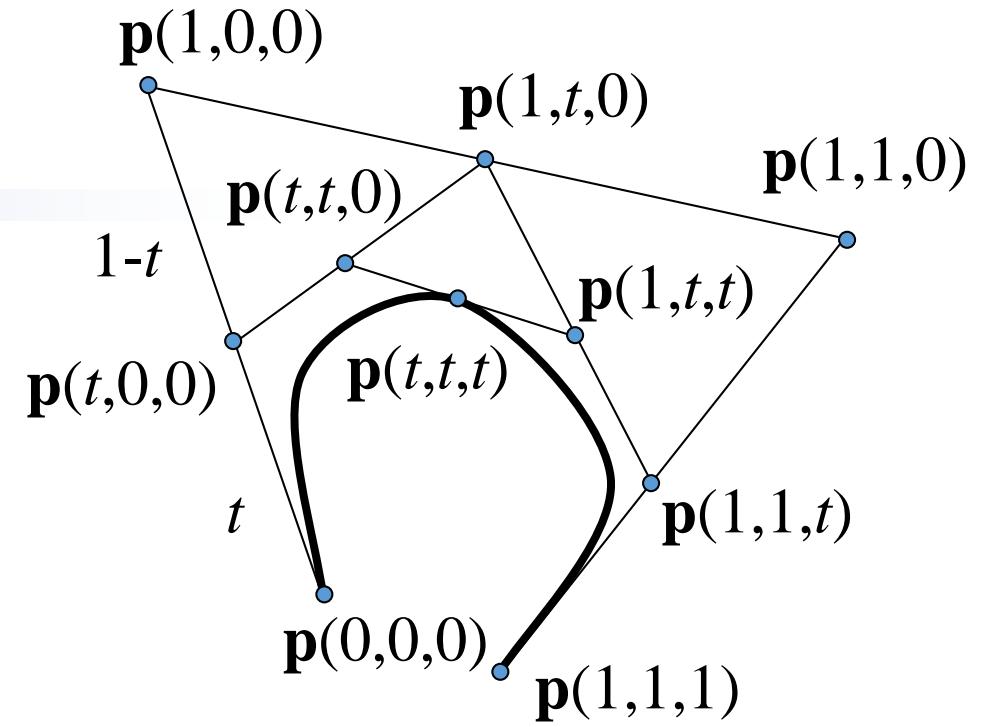
Evaluation

$$\mathbf{p}(t) = \mathbf{p}(t,t,t)$$



Evaluation

$$\begin{aligned}\mathbf{p}(t) &= \mathbf{p}(t,t,t) \\ &= (1-t) \mathbf{p}(t,t,0) + t \mathbf{p}(t,t,1)\end{aligned}$$

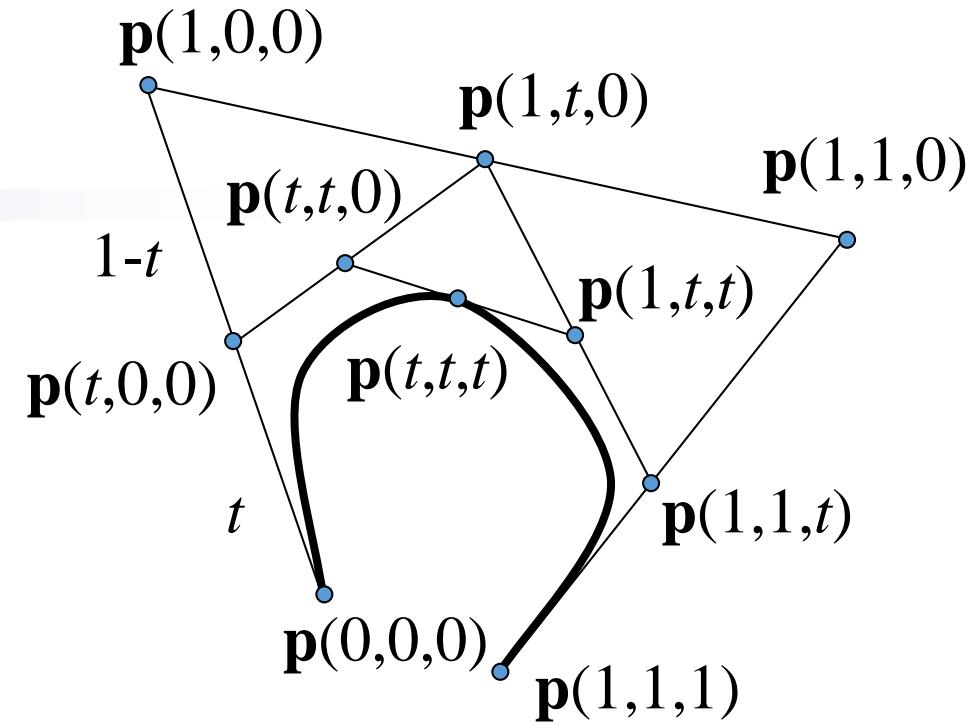


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$$= (1-t)[(1-t) \mathbf{p}(t,0,0) + t \mathbf{p}(t,0,1)] \\ + t [(1-t) \mathbf{p}(t,0,1) + t \mathbf{p}(t,1,1)]$$



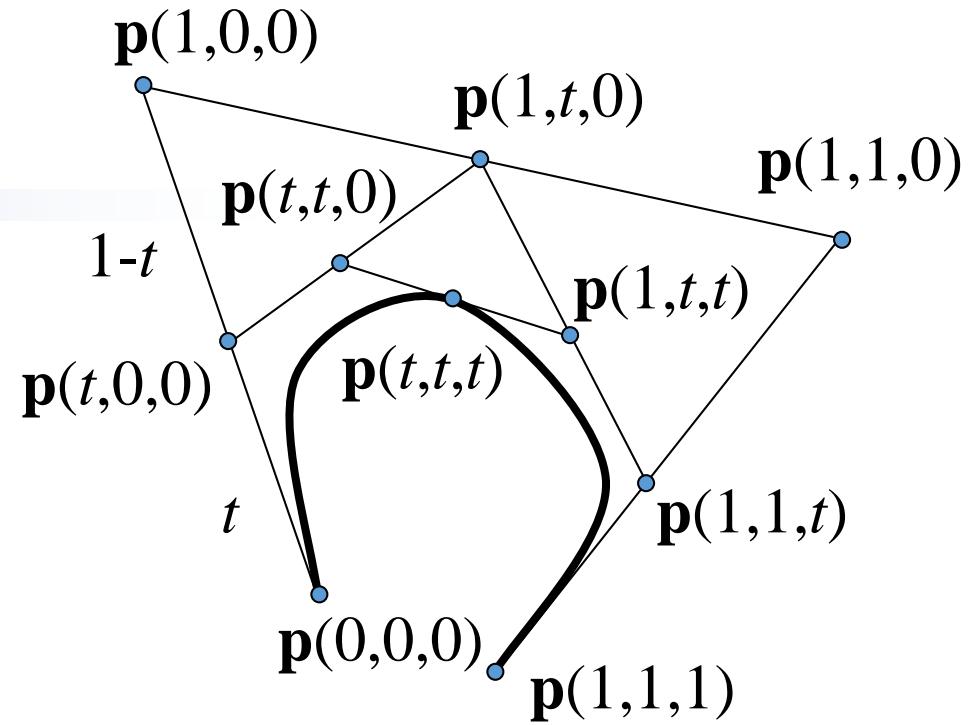
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$$= (1-t)^2 \mathbf{p}(t,0,0) + 2 (1-t) t \mathbf{p}(t,0,1) + t^2 \mathbf{p}(t,1,1)$$



Evaluation

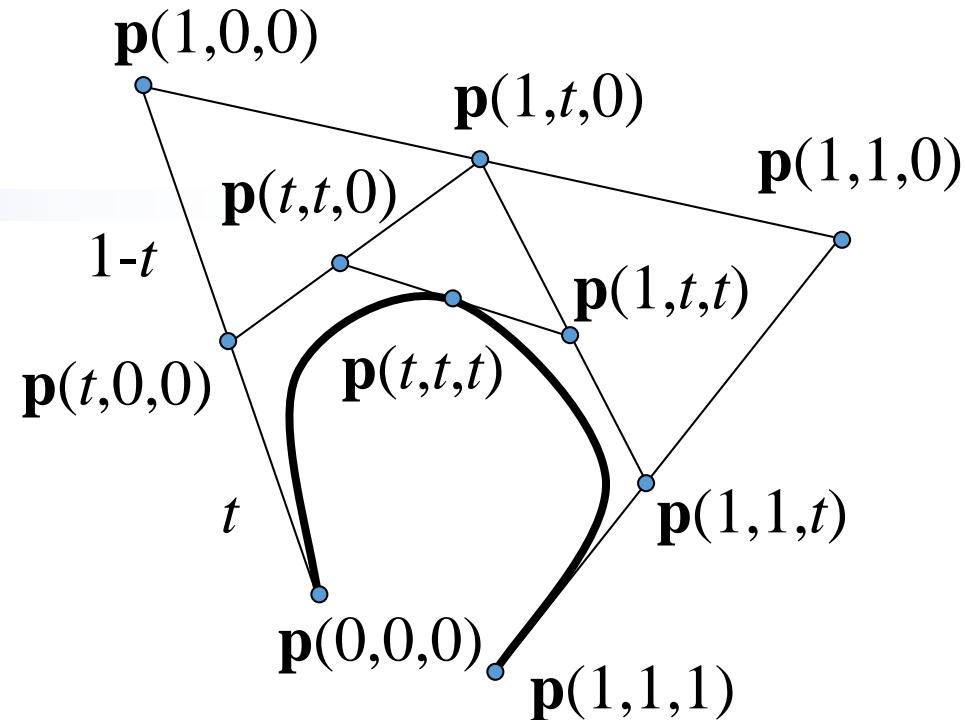
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$$= (1-t)^3 \mathbf{p}(0,0,0) + 3 (1-t)^2 t \mathbf{p}(0,0,1) + 3 (1-t) t^2 \mathbf{p}(0,1,1) + t^3 \mathbf{p}(1,1,1)$$

