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NURBS: An Introduction - Computer ThePro3DStudio

An introduction to NURBS. Philippe Lavoie January 20, 1999. A three dimensional (3D) object is composed of curves and surfaces. One must find a way to represent these to be able to model accurately an object. The two

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most common methods to represent a curve or a surface are the implicit and the parametric method.

An introduction to NURBS - formpig

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Curve and Surface Representation:

Chapter 2 Bezier Curves: Chapter 3 B-

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NURBS++ generates two types of standard curves automatically: a circle

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or a line. You can create a circle centered at $(0;0;0)$ of radius 1 and having a starting and ending angle of 0 and 2π respectively. Since a NURBS curve is rational, it can represent exactly a circle. Something that a B-Spline can't do.

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NurbsCurvef curve ;
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The algorithms are implementations of the pseudocode in Appendix C of An Introduction to NURBS. Here the algorithms have been loosely translated into a 'real' programming language, i.e., C. Hopefully, the availability of the algorithms in C will increase your understanding of the algorithms and hence of the underlying mathematics.

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Nonuniform rational B-splines (NURBS) are used in modeling curves and surfaces such as animated objects, aircraft wings, or other engineering parts. The basic idea is to produce a patchwork of pieces of mathematically simpler curves or surfaces that, when joined in a ...

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NURBS (Non-uniform Rational B-Splines) are the computer graphics industry standard for curve and surface description. They are now incorporated into all standard computer-aided design and drafting programs (for instance, Autocad).

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Non-uniform rational basis spline

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(NURBS) is a mathematical model commonly used in computer graphics for generating and representing curves and surfaces. It offers great flexibility and precision for handling both analytic (surfaces defined by common mathematical formulae) and modeled shapes.

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**Non-uniform rational B-spline -
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Perspective The Morgan Kaufmann Series in Computer Graphics By Rogers David August 4 2008 Hardcover that will help you grasp key NURBS concepts and deftly apply them in your work.

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