

Computer Graphics Assignment set 1

1. Derive in detail the cubic Bezier curve equation $B^3(t)$ from recursive equations Q_0 , Q_1 , Q_2 , R_1 , R_2 , B .
2. Derive in detail the n-th Bezier curve $B^n(t)$ from recursive equations $B_i^k(t)$, $B_i^0(t)$ and B .
3. Draw a triangular net with at least 2 triangles. Mark all vertices V_1, V_2, \dots and mark all edges e_1, e_2, \dots . Write a triangular net in half edge data structure.