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Beginning with Bézier curves, the book develops a lucid explanation of NURBS curves, then does the same for surfaces, consistently stressing important shape design properties and the capabilities of each curve and surface type.

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professionals and CAD designers of all kinds, including: engineering designers,... Details. About the Author.

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NURBS: An Introduction
Curves for graphical
representation. In
computer graphics,
curves are widely used
for achieving various
effects. Curves...

Advantages of NURBS.
NURBS offer a number

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of benefits. ...

Additionally, if you
want to put polygon
surface types in... Use
of NURBS primitives.
The ...

**NURBS: An
Introduction -
The Pro3D Studio**

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

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represent these to be able to model accurately an object.

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

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An Introduction to NURBS by David F. Rogers: Table of Contents. Chapter 1 Curve and Surface Representation:

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Chapter 2 Bezier

Curves: Chapter 3 B-
spline Curves: Chapter
4 Rational B-spline

Curves: Chapter 5

Bezier Surfaces:

Chapter 6 B-spline

Surfaces: Chapter 7

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Surfaces:

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NURBS Table of

Contents Page

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

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circle or a line. You can
creates 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.
NurbsCurvef curve;

An introduction to NURBS

The algorithms are

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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

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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

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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 (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

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formulae) and modeled
shapes. With

Non-uniform rational B-spline - Wikipedia

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to NURBS is the ideal
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and practical
understanding of these
very important curves
and surfaces.

Throughout, it relies
heavily on illustrations

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and fully worked
examples that will help
you grasp key NURBS
concepts and deftly
apply them in your
work.

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