

An Introduction To Nurbs With Historical Perspective The Morgan Kaufmann Series In Computer Graphics By David F Rogers 2000 08 04

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An Introduction to NURBS - 1st Edition
An introduction to NURBS++ Philippe Lavoie April 28, 1999 NURBS++ is available from the web at http://yukon.genie.uottawa.ca/ lavoie/software/nurbs. It offers classes to represent NURBS curves and surfaces along with many functions to help manipulate them. For interactive design purposes it also has OpenGL wrappers.

An introduction to NURBS
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 suitably smooth fashion across boundaries, closely approximate the object being modeled so that calculations can be performed.

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