

Geometri

Recommended Excercises

Points and Vectors 1, 2, 4.

Mass-Center 1, 2.

Affine maps 1.

The Casteljau Algorithm 1, 3, 5.

Bernstein polynomials 1, 2, 3, 4.

Parameter transformations 1, 2, 3.

Subdivision 1, 3.

Difference operator 1.

The Derivative of Bézie curve 1, 3, 5.

Degree Elevation 1, 2.

Lagrange Interpolation 1, 2.

The Newton Form 1.

Symmetry and Extrapolation 2, 4.

Spline Curves 1, 2, 3.

Conditions C^1 and quadratic B-splines 1, 2, 4.

Finding a Knot Sequence 1, 2.

C^2 - conditions and Cubic Splines 1.

Bézie surfaces 1.

The tensor product approach 1, 2.

Degree Elevation and Derivatives 1, 2.