Computer Graphics

Lecture 27
Grad presentation: Hardware-accelerated ray tracing
Splines, continued (if time permits)
A design thing

Blending Functions
Cubic Bezier blending functions

\[ b_0(u) = (1 - u)^3 \]
\[ b_1(u) = 3u(1 - u)^2 \]
\[ b_2(u) = 3u^2(1 - u) \]
\[ b_3(u) = u^3 \]
Bezier Curves: Geometry
Coolest / most satisfying animation of the quarter

https://www.jasondavies.com/animated-bezier/
Drawing via Subdivision
Curves are great, but.

https://youtu.be/Zkx1aKv2z8o?t=1080