

Computer Graphics

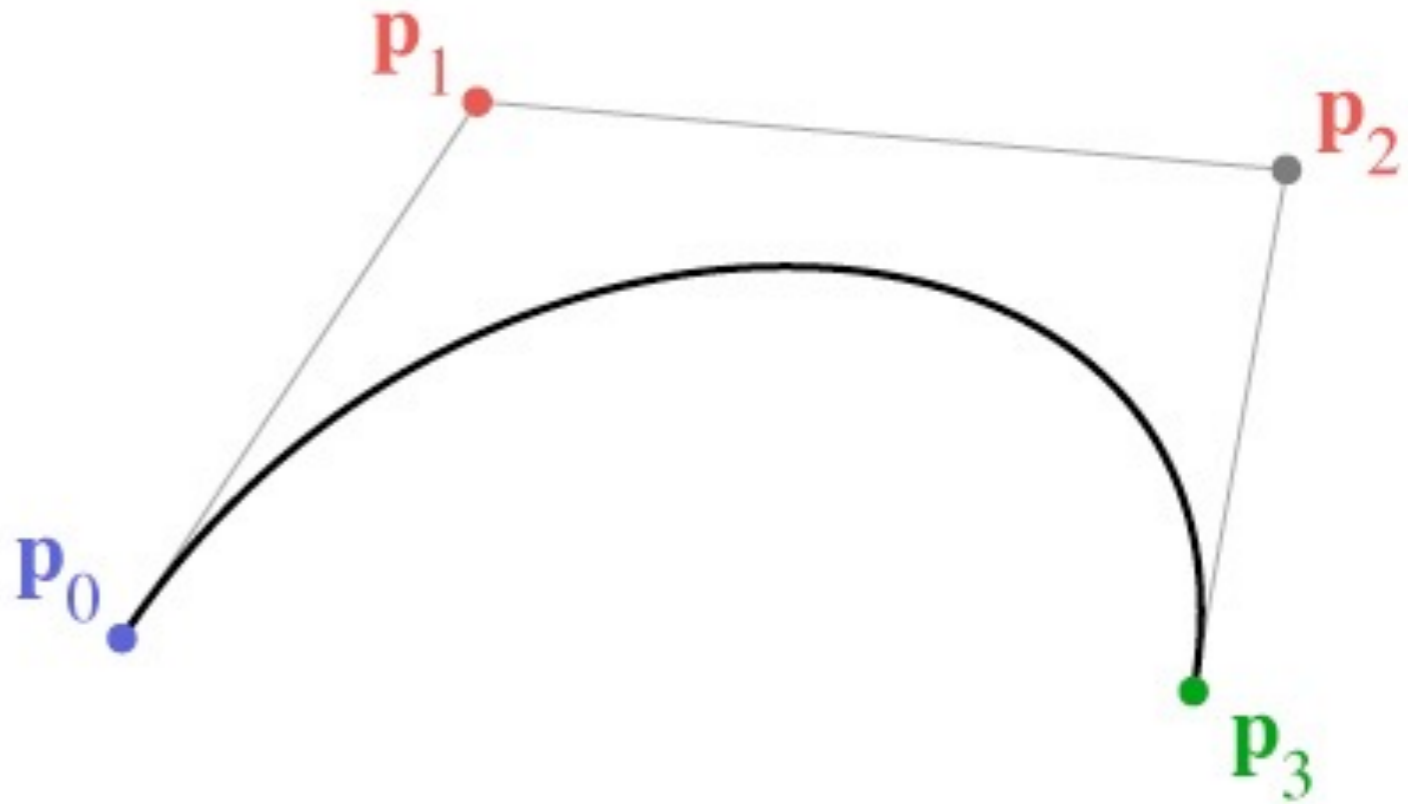
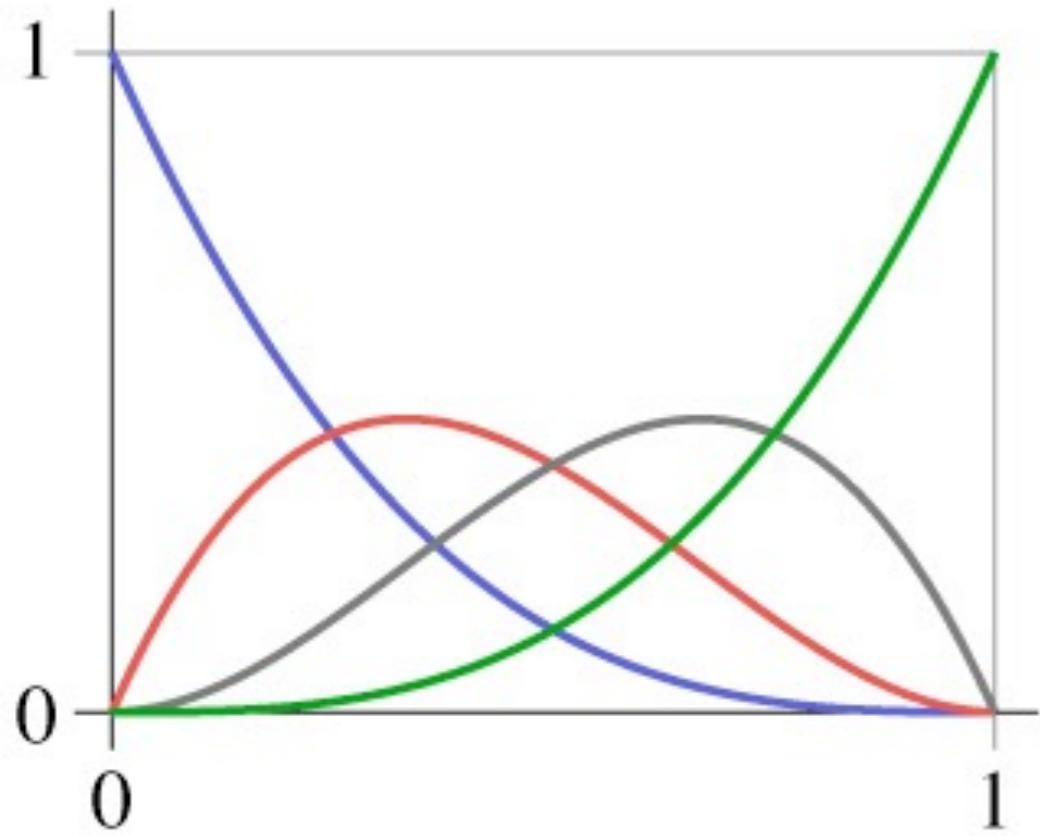
Lecture 27

**Grad presentation: Hardware-accelerated ray tracing
Splines, continued (if time permits)**

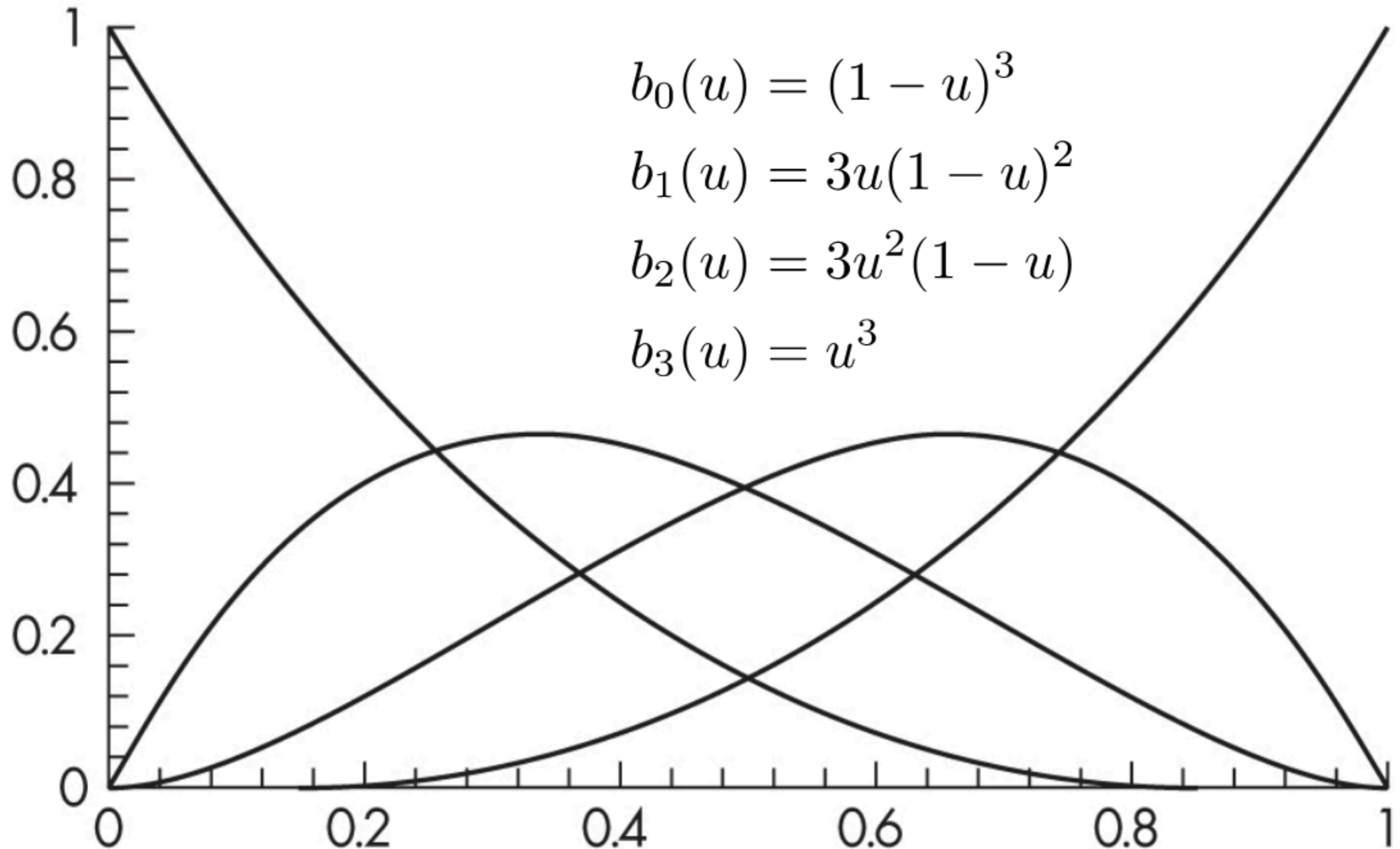
A design thing

- <http://www.warning-office.org/wo-in-plain-site>

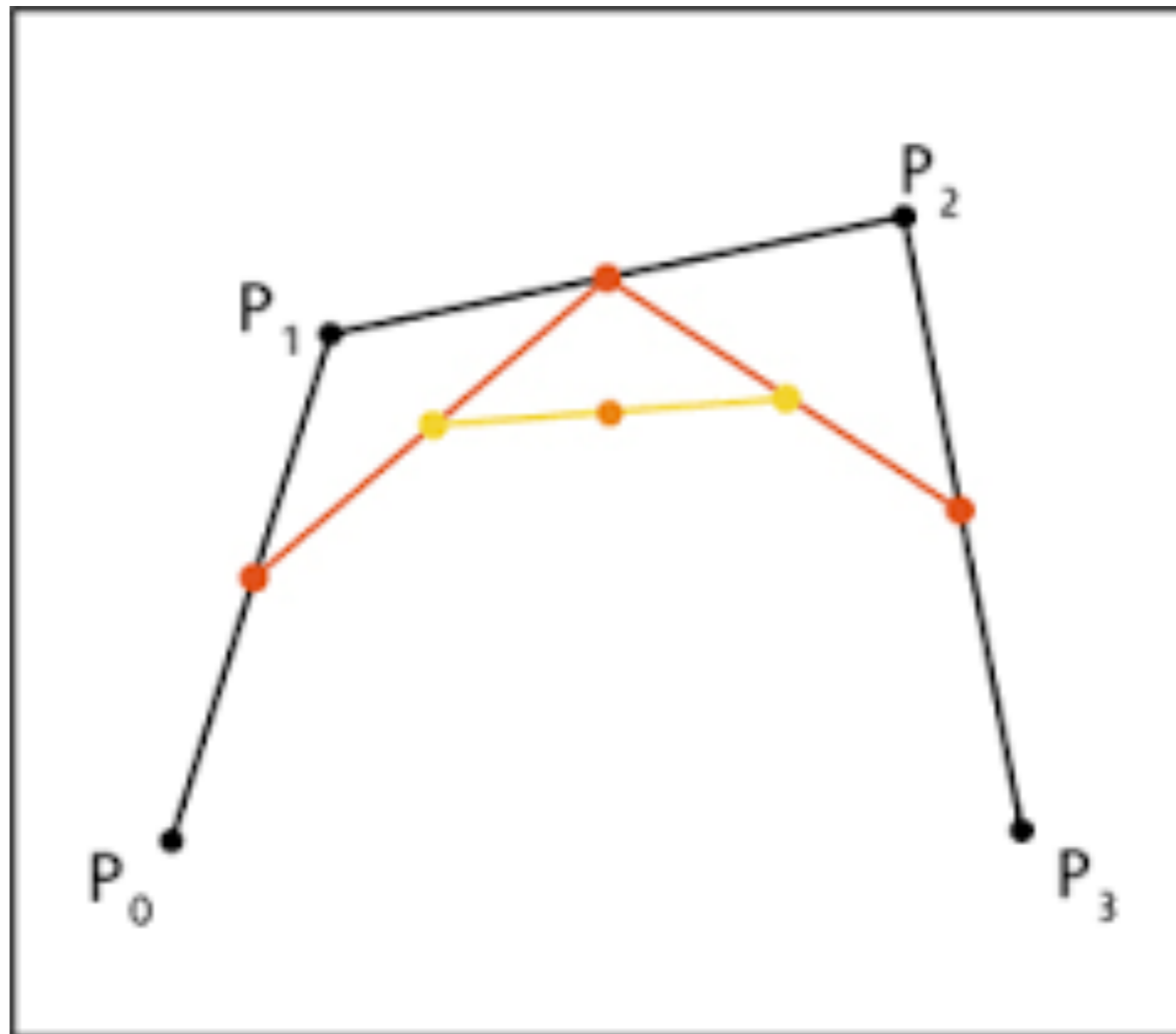
Blending Functions



Cubic Bezier blending functions



Bezier Curves: Geometry



Coollest / 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>