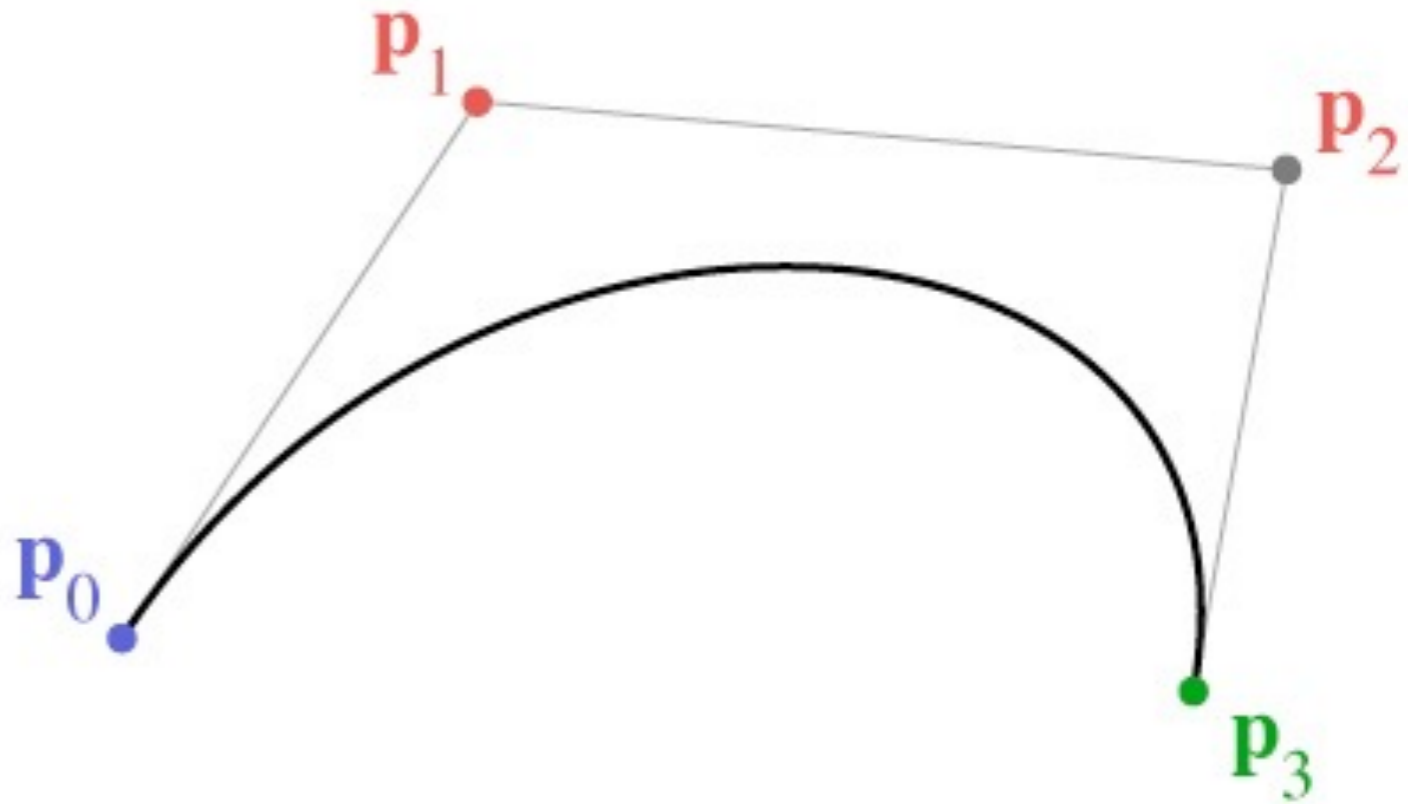
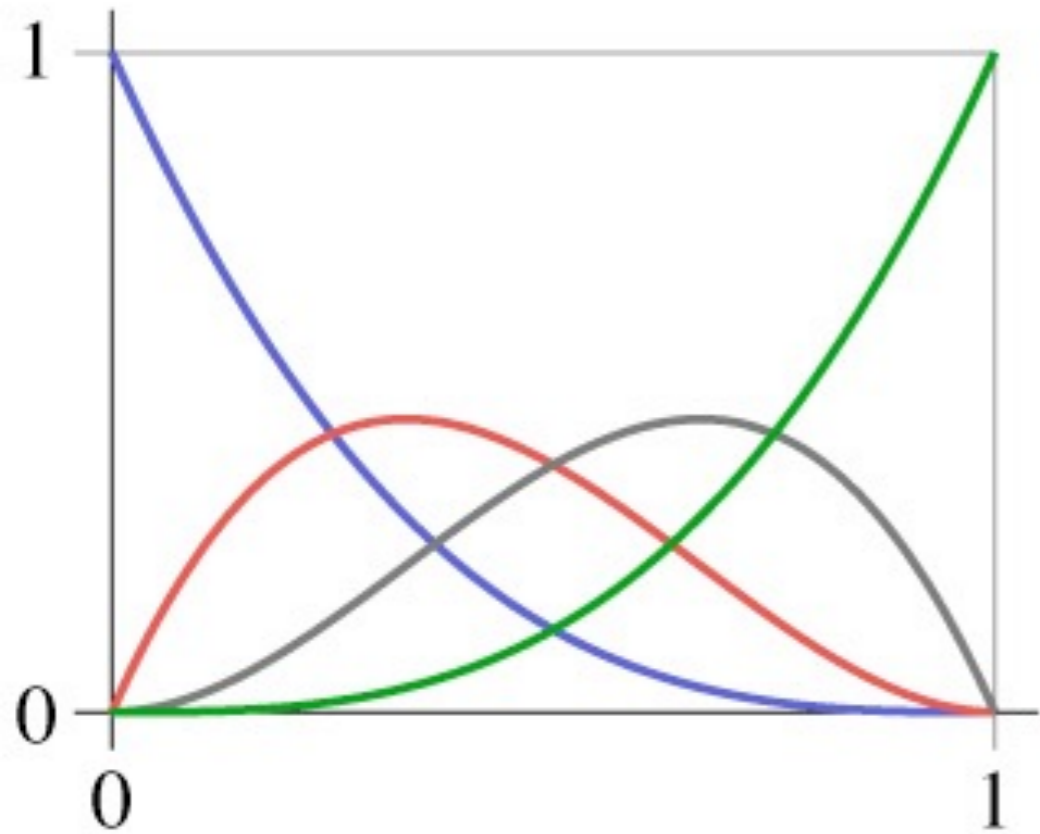


Computer Graphics

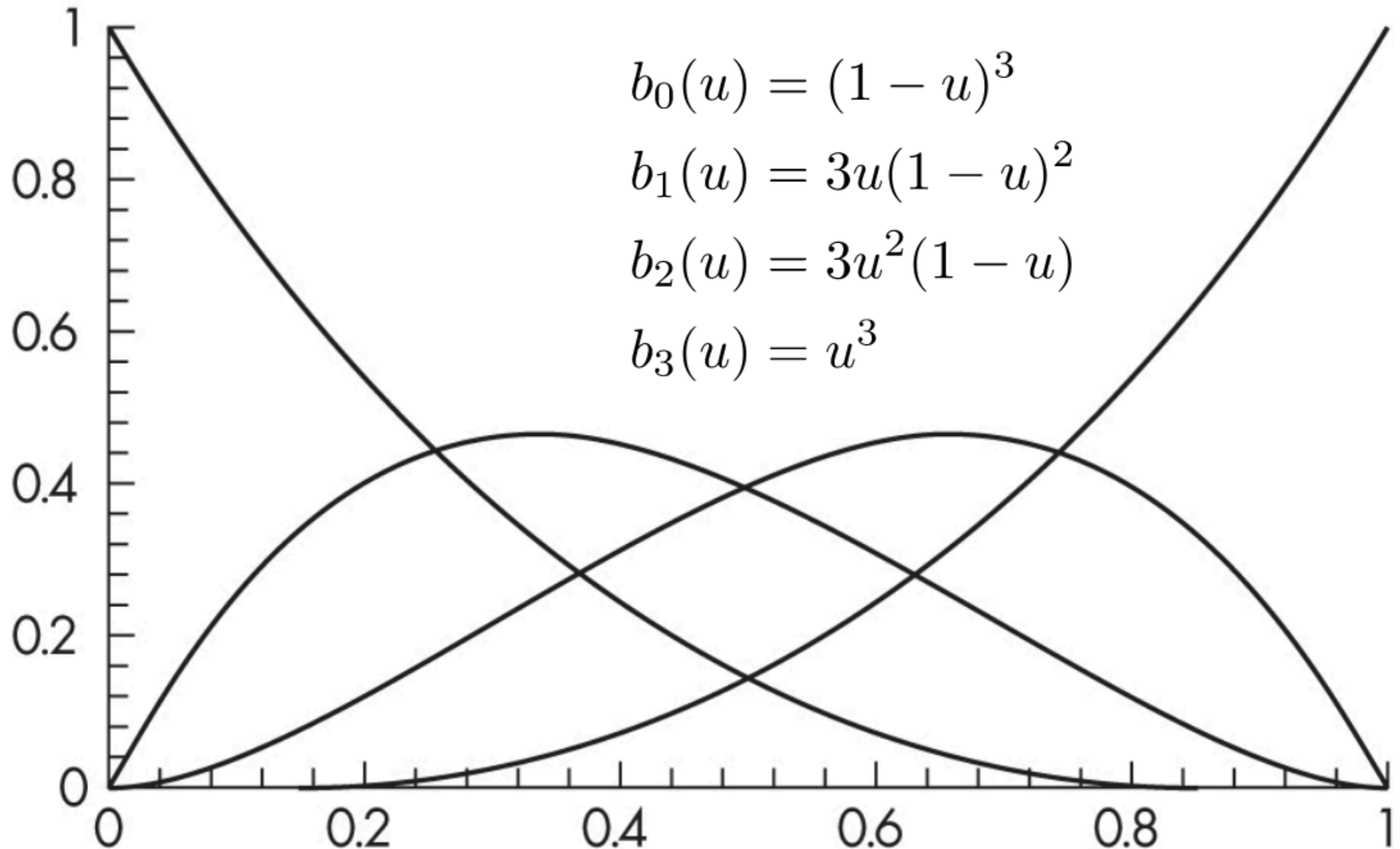
Lecture 27

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

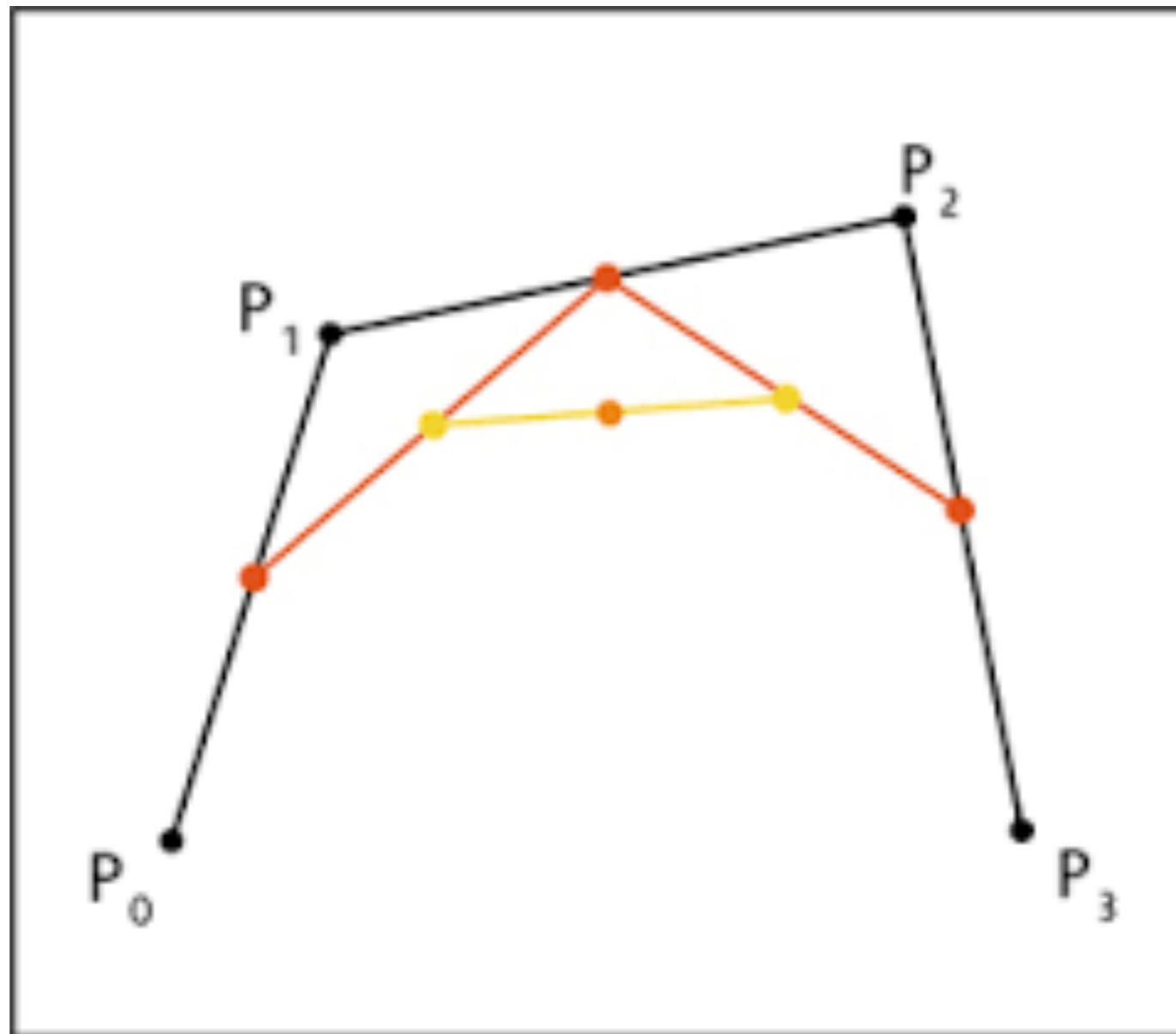
Blending Functions



Cubic Bezier blending functions



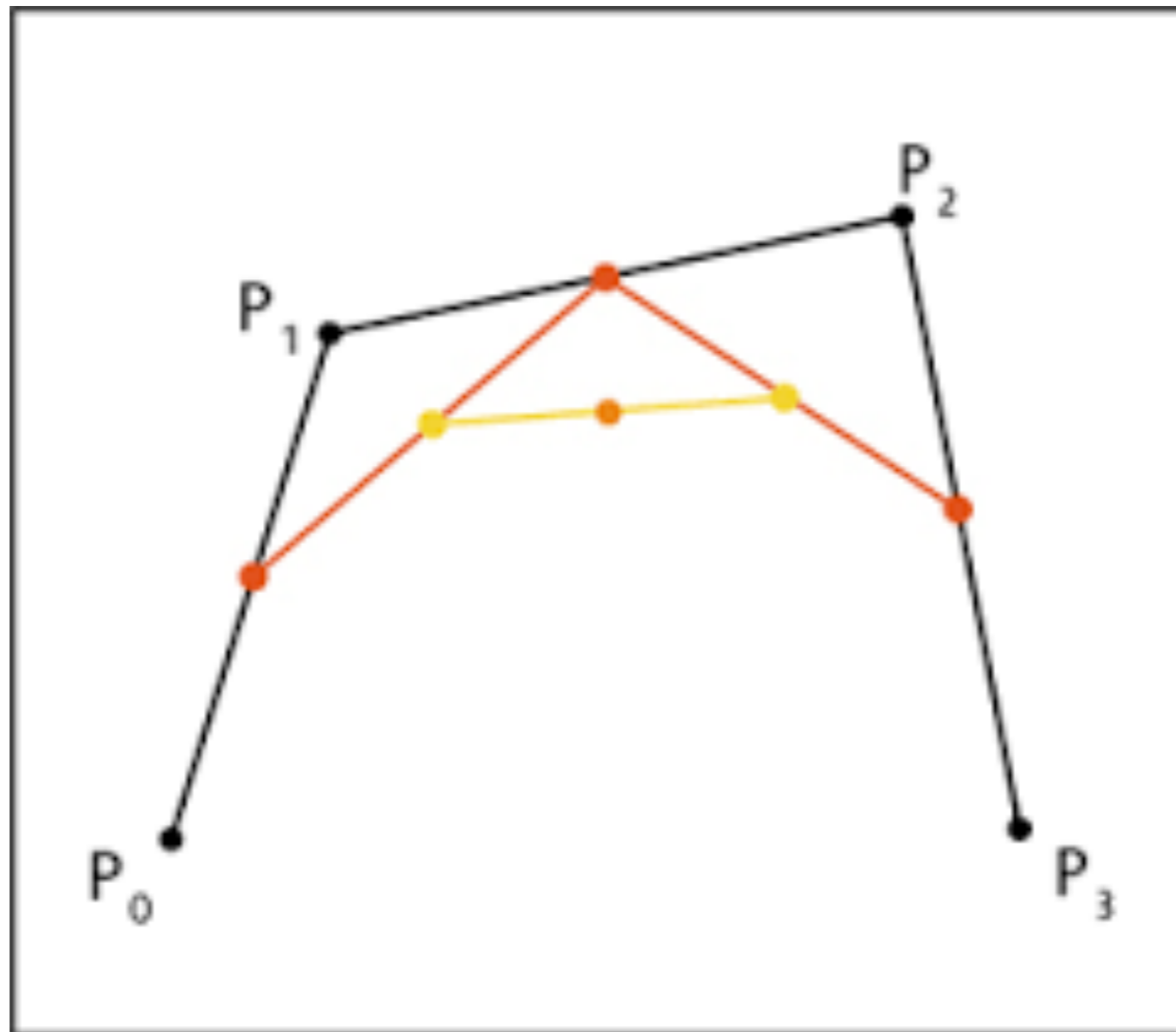
Bezier Curves: Geometry



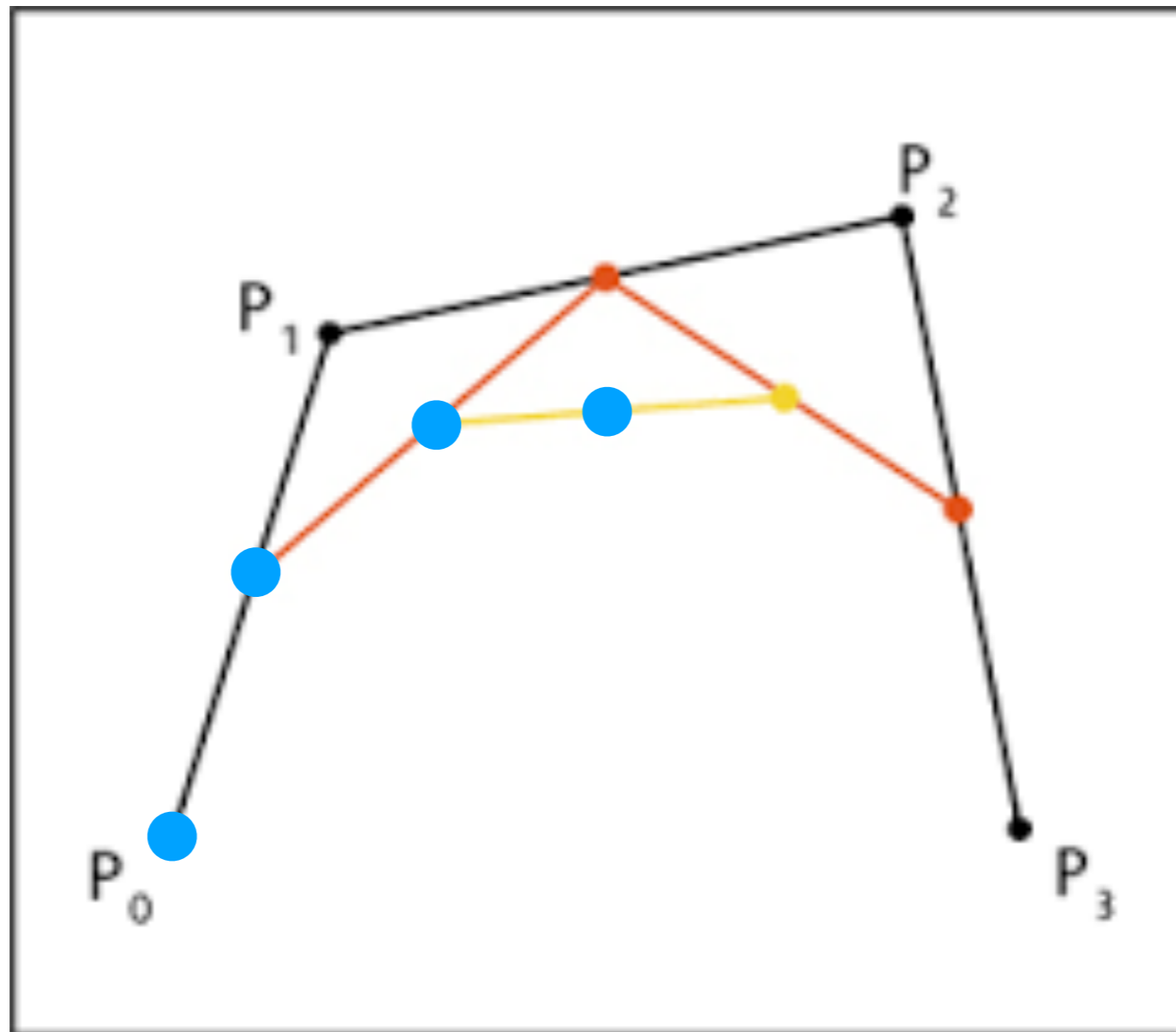
Coollest / most satisfying animation of the quarter

<https://www.jasondavies.com/animated-bezier/>

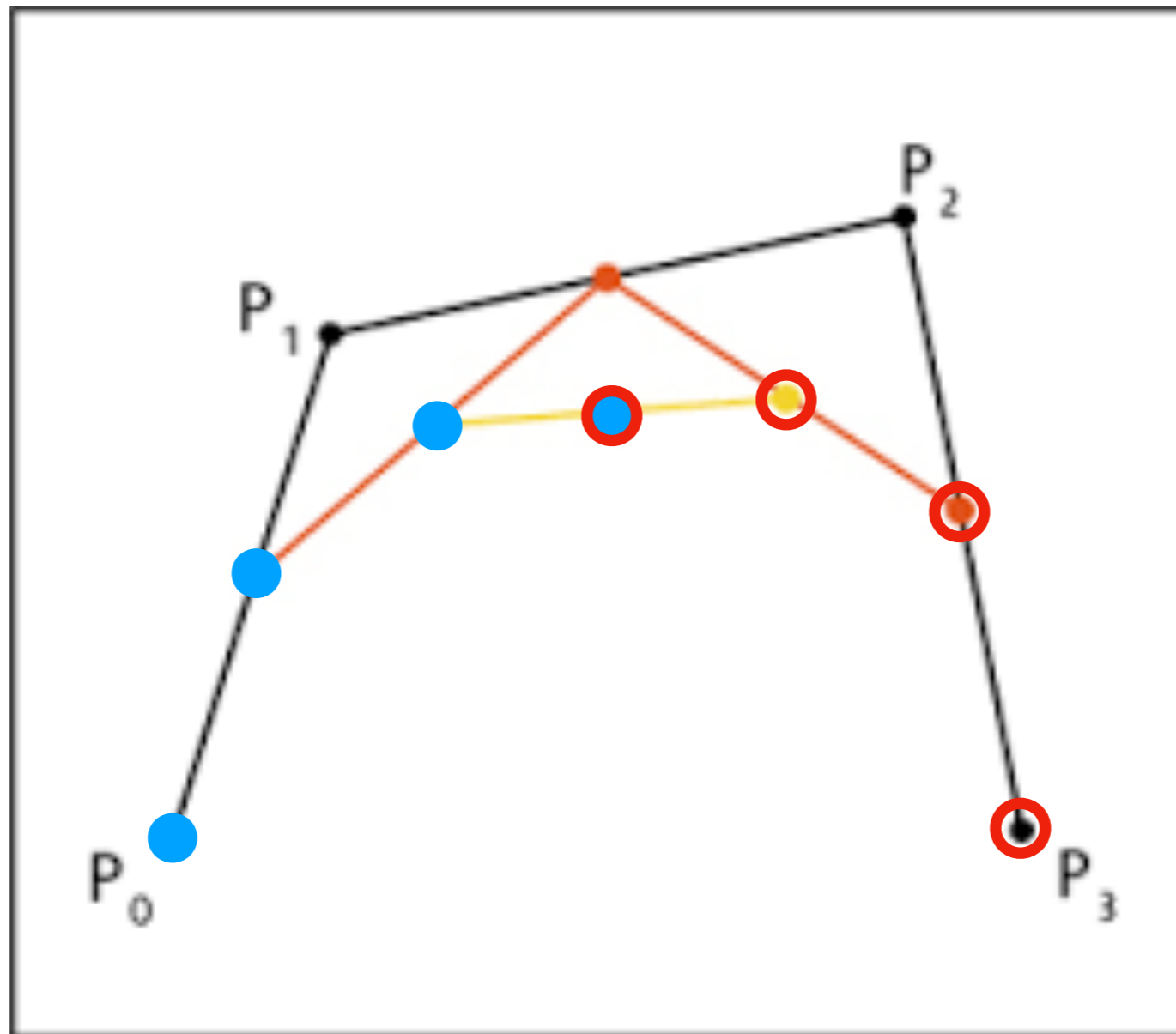
Drawing via Subdivision



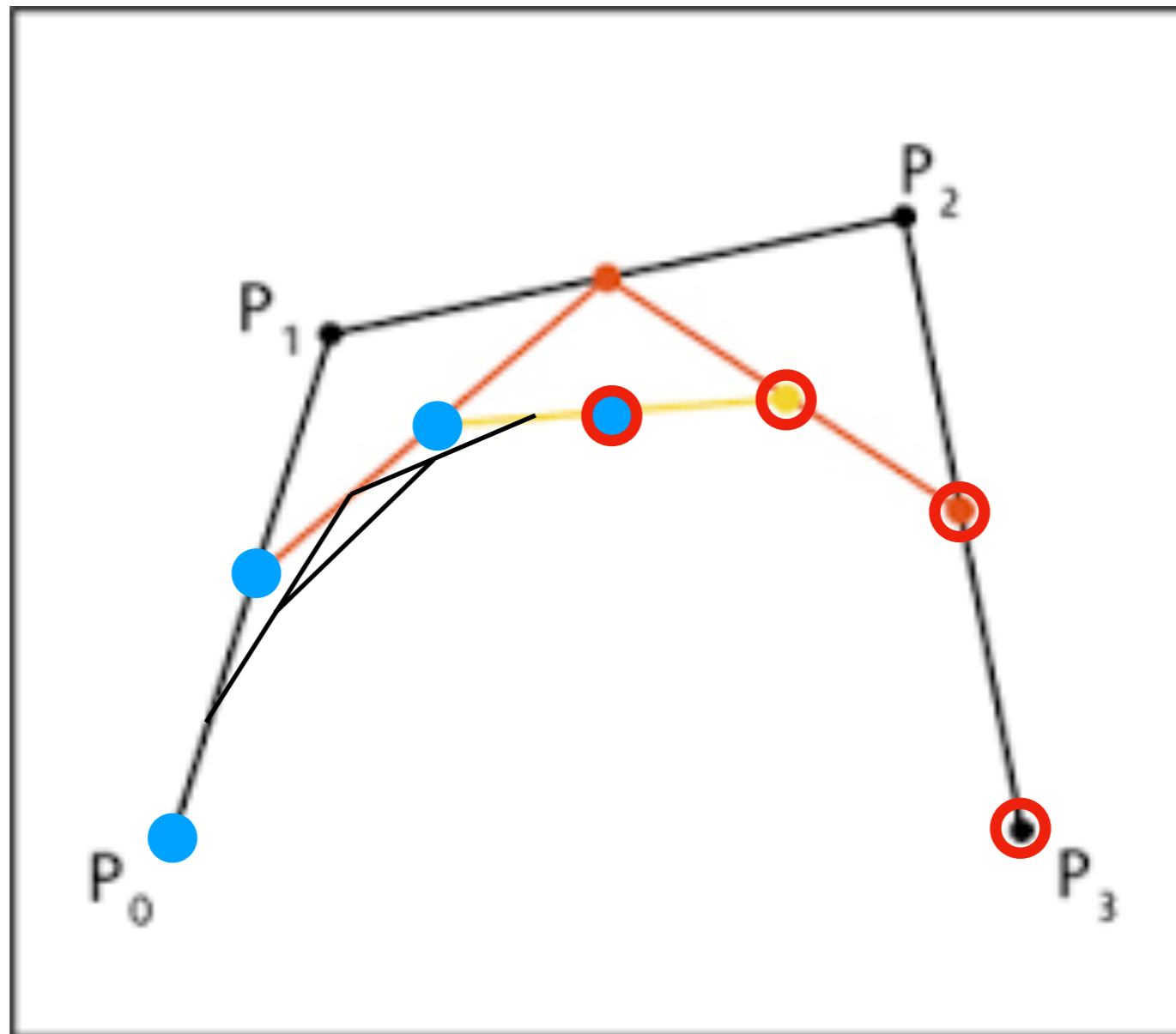
Drawing via Subdivision



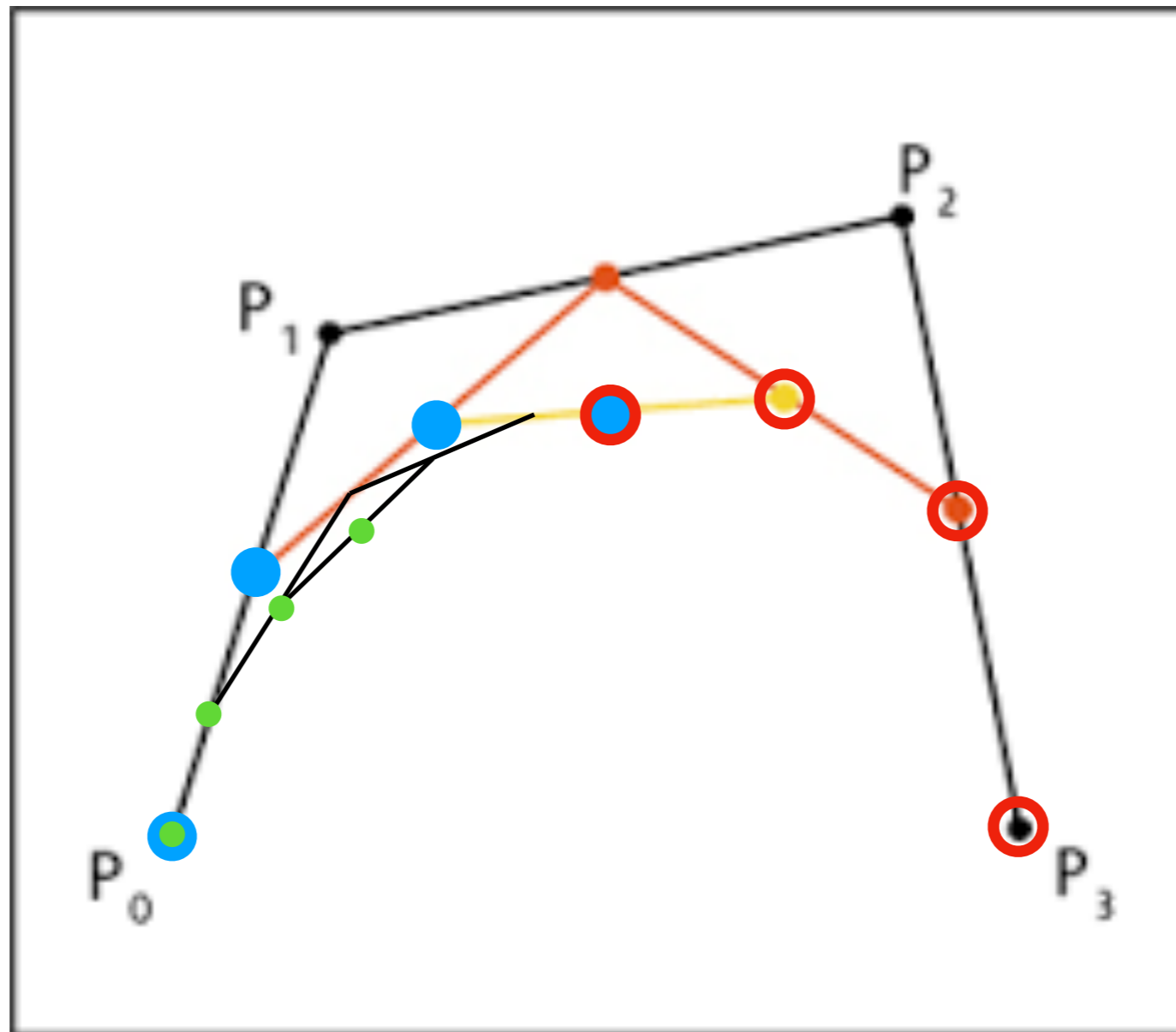
Drawing via Subdivision



Drawing via Subdivision



Drawing via Subdivision



Curves are great, but.

<https://youtu.be/AcFwH161XtM?t=68>

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

A design thing

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

Animation

- <https://youtu.be/GNfs6v7i7eY?t=129>
- <https://www.youtube.com/watch?v=kLWELFZ-XdM>
- <https://www.youtube.com/watch?v=8YRFLrINtiY>