

Parametric surfaces

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CSE 557
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Reading

Required:

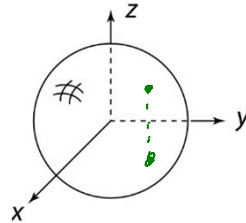
- ◆ Shirley, 2.5

Optional

- ◆ Bartels, Beatty, and Barsky. *An Introduction to Splines for use in Computer Graphics and Geometric Modeling*, 1987.

Mathematical surface representations

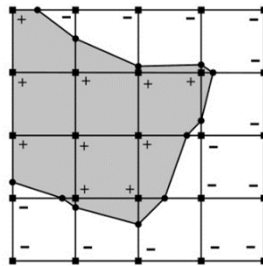
- ◆ Explicit $z=f(x,y)$ (a.k.a., a “height field”)
 - what if the curve isn’t a function, like a sphere?



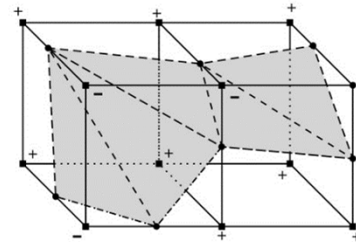
- ◆ Implicit $g(x,y,z) = 0$

$$x^2 + y^2 + z^2 = r^2$$

$$g(x,y,z) = x^2 + y^2 + z^2 - r^2$$



Isocontour from “marching squares”



Isocontour from “marching cubes”

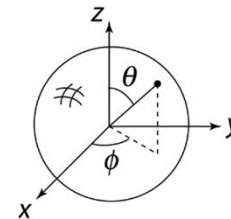
- ◆ Parametric $S(u,v)=(x(u,v),y(u,v),z(u,v))$

- For the sphere:

$$x(u,v) = r \cos 2\pi v \sin \pi u$$

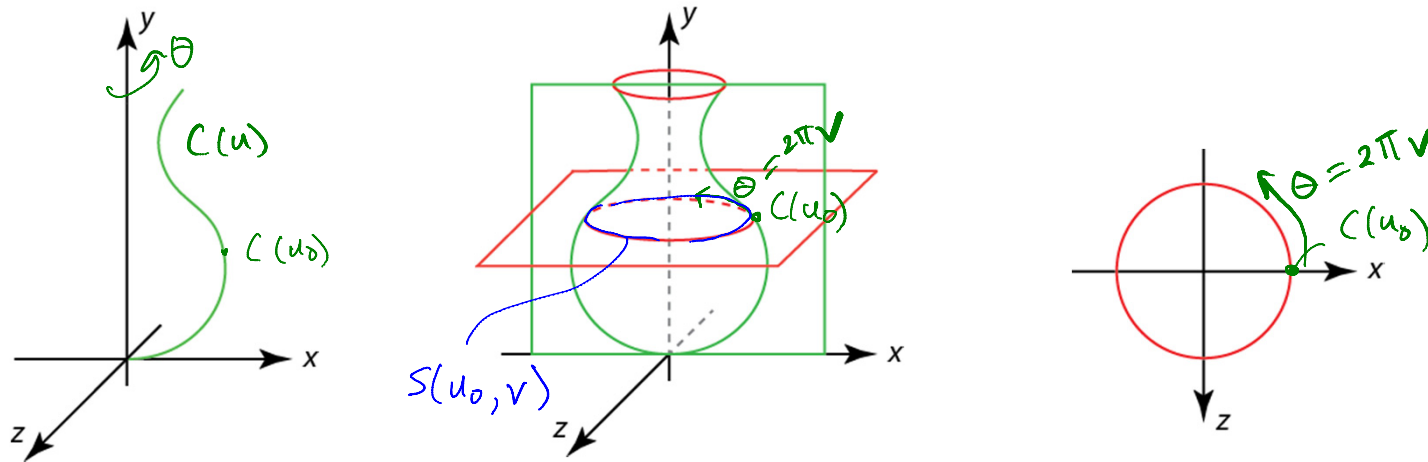
$$y(u,v) = r \sin 2\pi v \sin \pi u$$

$$z(u,v) = r \cos \pi u$$



As with curves, we’ll focus on parametric surfaces.

Constructing surfaces of revolution



Given: A curve $C(u)$ in the xy -plane:

$$C(u) = \begin{bmatrix} c_x(u) \\ c_y(u) \\ 0 \\ 1 \end{bmatrix}$$

Let $R_y(\theta)$ be a rotation about the y -axis.

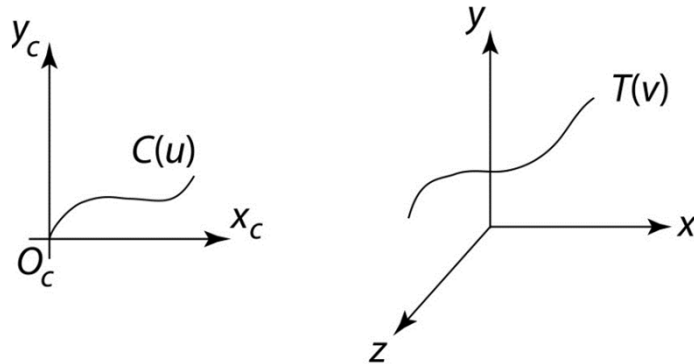
Find: A surface $S(u, v)$ which is $C(u)$ rotated about the y -axis, where $u, v \in [0, 1]$.

Solution: $S(u, v) = R_y(2\pi v)C(u)$

General sweep surfaces

The **surface of revolution** is a special case of a **swept surface**.

Idea: Trace out surface $\mathcal{S}(u, v)$ by moving a **profile curve** $\mathcal{C}(u)$ along a **trajectory curve** $\mathcal{T}(v)$.



More specifically:

- ◆ Suppose that $\mathcal{C}(u)$ lies in an (x_c, y_c) coordinate system with origin O_c
- ◆ For every point along $\mathcal{T}(v)$, lay $\mathcal{C}(u)$ so that O_c coincides with $\mathcal{T}(v)$.

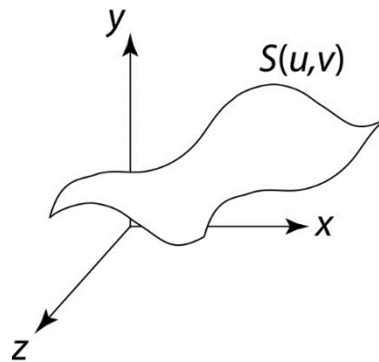
Orientation

The big issue:

- ◆ How to orient $C(u)$ as it moves along $\mathcal{T}(v)$?

Here are two options:

1. **Fixed** (or **static**): Just translate O_c along $\mathcal{T}(v)$.

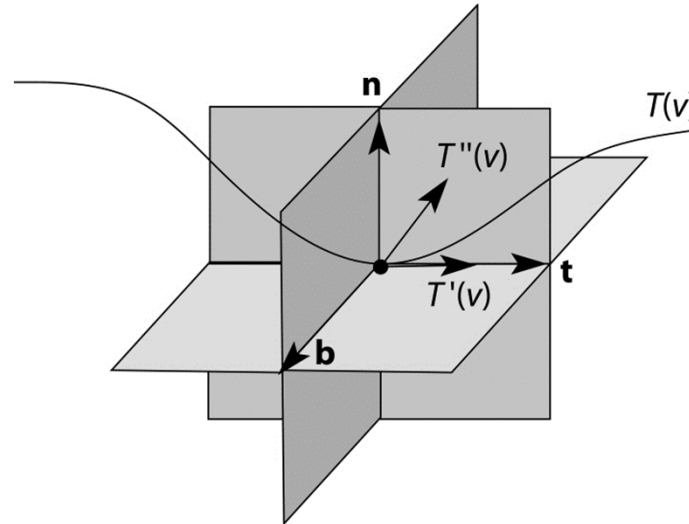


2. Moving. Use the **Frenet frame** of $\mathcal{T}(v)$.

- ◆ Allows smoothly varying orientation.
- ◆ Permits surfaces of revolution, for example.

Frenet frames

Motivation: Given a curve $\mathcal{T}(v)$, we want to attach a smoothly varying coordinate system.



To get a 3D coordinate system, we need 3 independent direction vectors.

Tangent: $\mathbf{t}(v) = \text{normalize}[T'(v)]$

Binormal: $\mathbf{b}(v) = \text{normalize}[T'(v) \times T''(v)]$

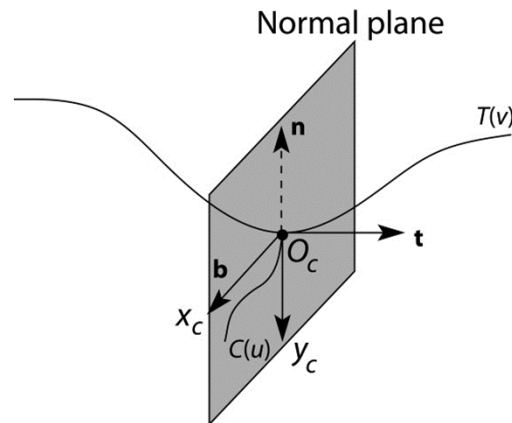
Normal: $\mathbf{n}(v) = \mathbf{b}(v) \times \mathbf{t}(v)$

As we move along $\mathcal{T}(v)$, the Frenet frame (t, b, n) varies smoothly.

Frenet swept surfaces

Orient the profile curve $C(u)$ using the Frenet frame of the trajectory $T(v)$:

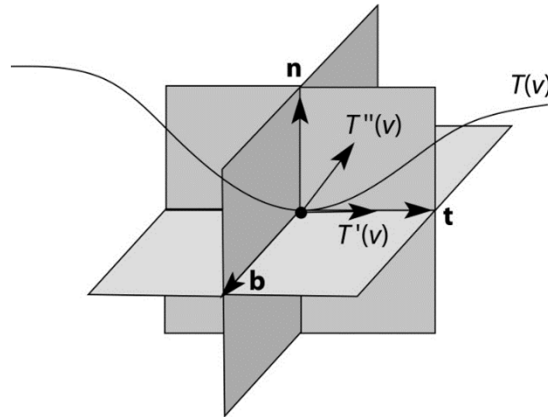
- ◆ Put $C(u)$ in the **normal plane** .
- ◆ Place O_c on $T(v)$.
- ◆ Align x_c for $C(u)$ with **b**.
- ◆ Align y_c for $C(u)$ with **-n**.



If $T(v)$ is a circle, you get a surface of revolution exactly!

Degenerate frames

Let's look back at where we computed the coordinate frames from curve derivatives:

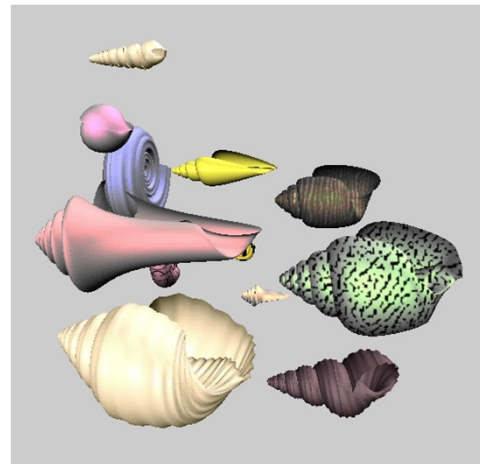
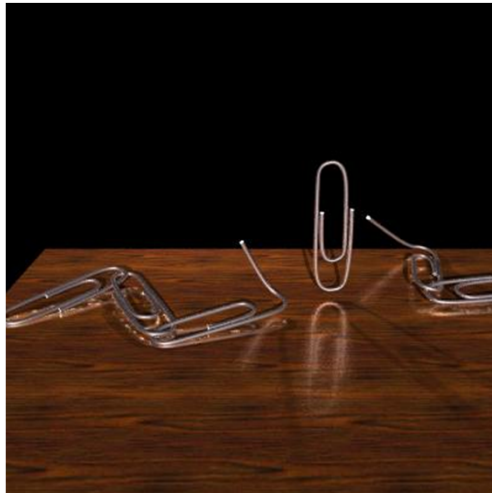


Where might these frames be ambiguous or undetermined?

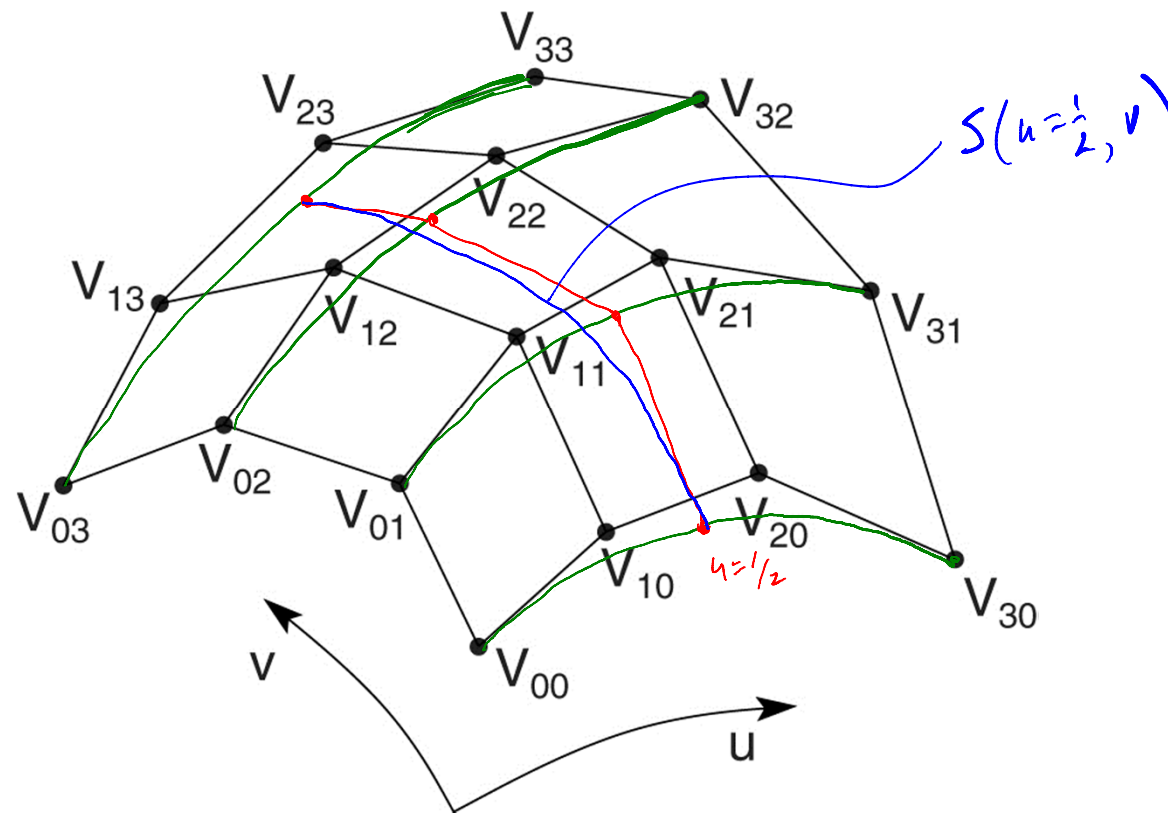
Variations

Several variations are possible:

- ◆ Scale $C(u)$ as it moves, possibly using length of $\pi(v)$ as a scale factor.
- ◆ Morph $C(u)$ into some other curve $\tilde{C}(u)$ as it moves along $\pi(v)$.
- ◆ ...



Tensor product Bézier surfaces

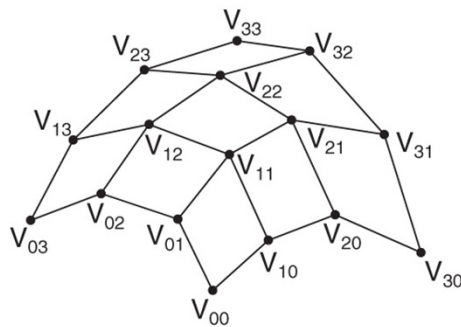


Given a grid of control points V_{ij} forming a **control net**, construct a surface $S(u, v)$ by:

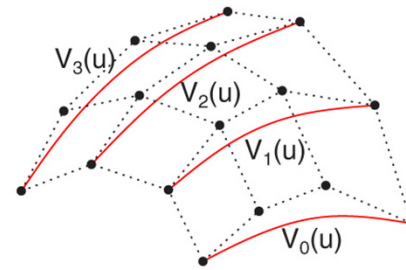
- ♦ treating rows of V (the matrix consisting of the V_{ij}) as control points for curves $V_0(u), \dots, V_n(u)$.
- ♦ treating $V_0(u), \dots, V_n(u)$ as control points for a curve parameterized by v .

Tensor product Bézier surfaces, cont.

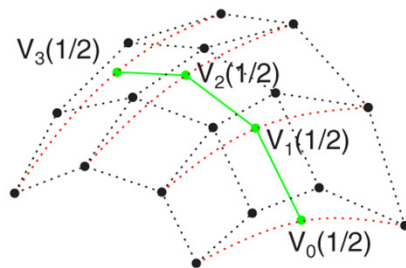
Let's walk through the steps:



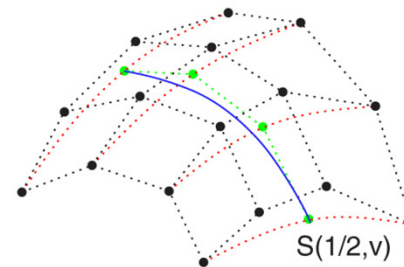
Control net



Control curves in u



Control polygon at $u=1/2$



Curve at $S(1/2, v)$

Which control points are interpolated by the surface?

Corners

Polynomial form of Bézier surfaces

Recall that cubic Bézier *curves* can be written in terms of the Bernstein polynomials:

$$Q(u) = \sum_{i=0}^n V_i b_i(u)$$

A tensor product Bézier surface can be written as:

$$S(u,v) = \sum_{i=0}^n \sum_{j=0}^n V_{ij} b_i(u) b_j(v)$$

In the previous slide, we constructed curves along u , and then along v . This corresponds to re-grouping the terms like so:

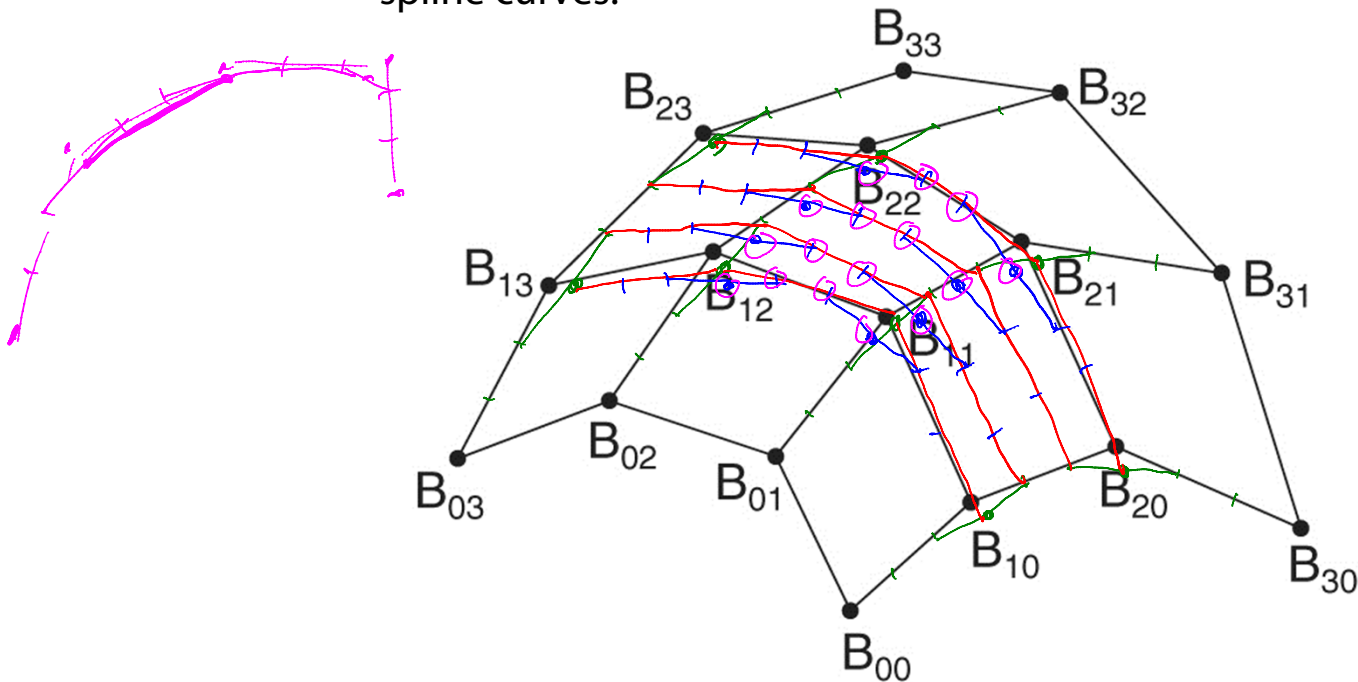
$$S(u,v) = \sum_{j=0}^n \left(\sum_{i=0}^n V_{ij} b_i(u) \right) b_j(v)$$

But, we could have constructed them along v , then u :

$$S(u,v) = \sum_{i=0}^n \left(\sum_{j=0}^n V_{ij} b_j(v) \right) b_i(u)$$

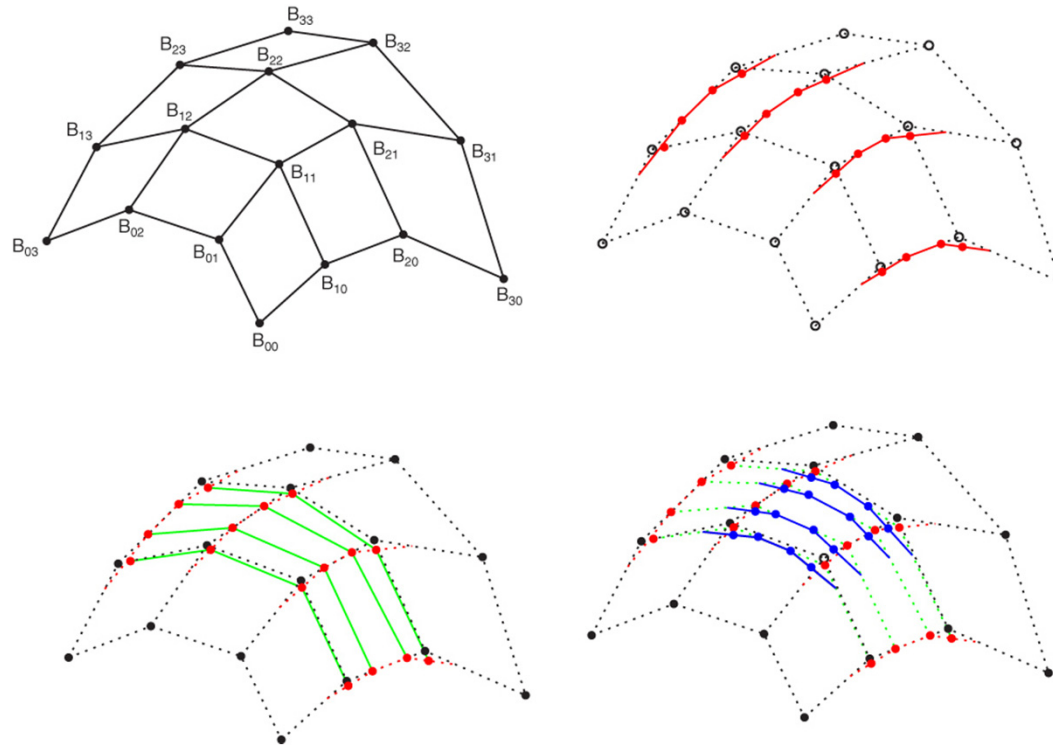
Tensor product B-spline surfaces

As with spline curves, we can piece together a sequence of Bézier surfaces to make a spline surface. If we enforce C^2 continuity and local control, we get B-spline curves:



- ◆ treat rows of B as control points to generate Bézier control points in u .
- ◆ treat Bézier control points in u as B-spline control points in v .
- ◆ treat B-spline control points in v to generate Bézier control points in u .

Tensor product B-spline surfaces, cont.

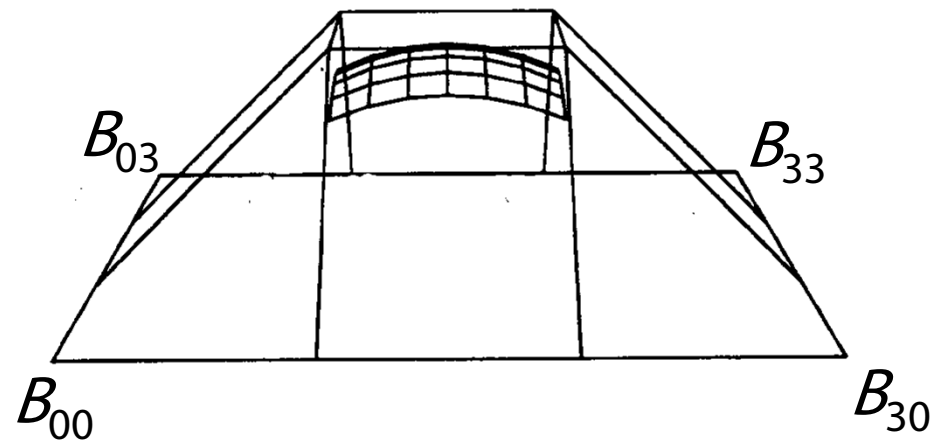


Which B-spline control points are interpolated by the surface?

None

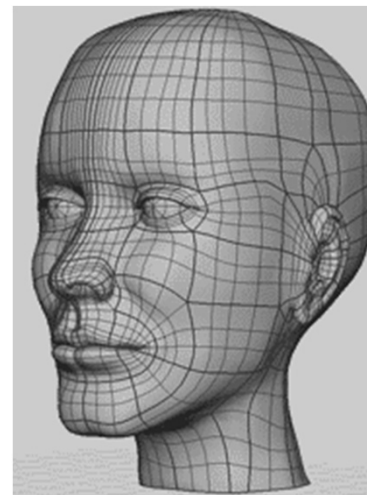
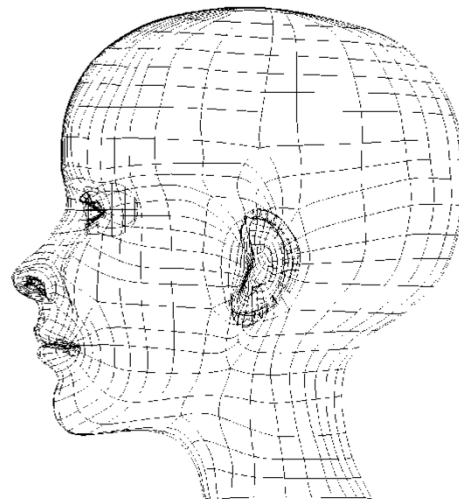
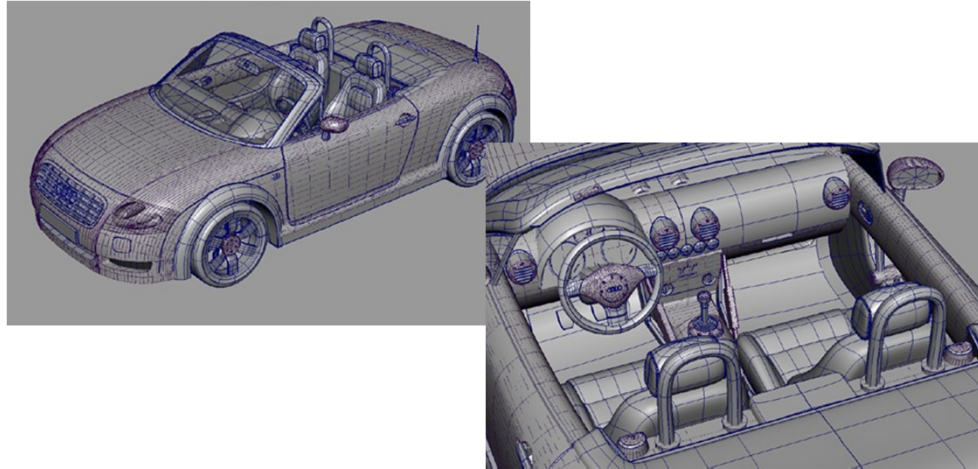
Tensor product B-splines, cont.

Another example:



NURBS surfaces

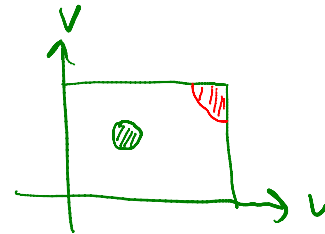
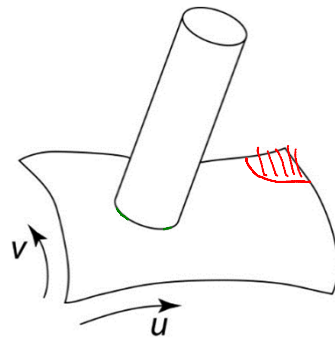
Uniform B-spline surfaces are a special case of NURBS surfaces.



Trimmed NURBS surfaces

Sometimes, we want to have control over which parts of a NURBS surface get drawn.

For example:



We can do this by **trimming** the $u-v$ domain.

- ◆ Define a closed curve in the $u-v$ domain (a **trim curve**)
- ◆ Do not draw the surface points inside of this curve.

It's really hard to maintain continuity in these regions, especially while animating.