



# **Interactive Curves and Surfaces: A Multimedia Tutorial on CAGD (The Morgan Kaufmann Series in Computer Graphics)**

*Alyn Rockwood, Peter Chambers*

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The growing importance of animation and 3D design has caused computer-aided geometric design (CAGD) to be of interest to a wide audience of programmers and designers.

This interactive software/book tutorial teaches fundamental CAGD concepts and discusses the growing number of applications in such areas as geological modeling, molecular modeling, commercial advertising, and animation. Using interactive examples and animations to illustrate the mathematical concepts, this hands-on multimedia tutorial enables users without a substantial mathematical background to quickly gain intuition about CAGD.

*Interactive Curves and Surfaces* guides you in

- \* Learning the uses of CAGD as it is applied in computer graphics and engineering.
- \* Creating curved lines and surfaces using Bezier curves, B-Splines, and parametric surface patches.
- \* Understanding the mathematical tools behind the generation of these objects, and the development of computer-based CAGD algorithms.
- \* Experimenting with powerful interactive test benches to explore the behavior and characteristics of the most popular CAGD curves.

Application oriented readers will find this animated tutorial presentation more accessible than the standard formal texts on the subject.

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