

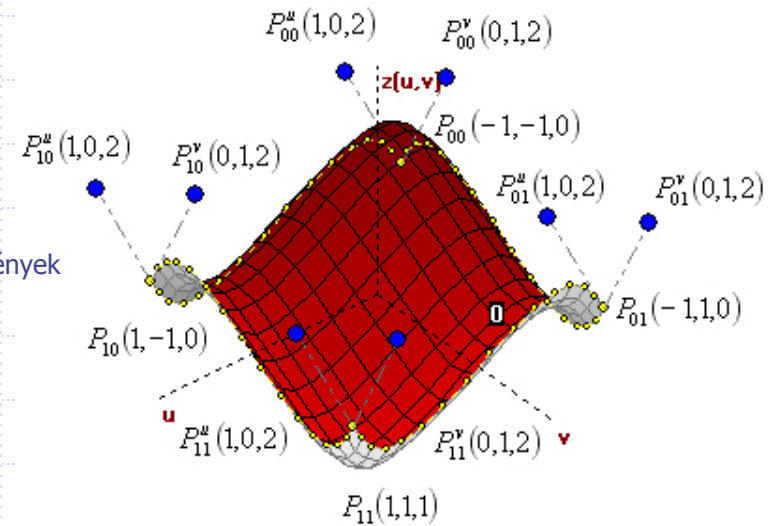
Harmadfokú Coons – Hermite foltok

$$F : [0,1] \times [0,1] \rightarrow \mathbb{R}^3$$

$$F(u,v) = [H_{00}(u) \quad H_{10}(u) \quad H_{01}(u) \quad H_{11}(u)] \begin{bmatrix} P_{00} & P_{01} & P_{00}^v & P_{01}^v \\ P_{10} & P_{11} & P_{10}^v & P_{11}^v \\ P_{00}^u & P_{01}^u & P_{00}^{uv} & P_{01}^{uv} \\ P_{10}^u & P_{11}^u & P_{10}^{uv} & P_{11}^{uv} \end{bmatrix} \begin{bmatrix} H_{00}(v) \\ H_{10}(v) \\ H_{01}(v) \\ H_{11}(v) \end{bmatrix}$$

$$\begin{cases} T_{00} := P_{00}^{uv} \\ T_{01} := P_{01}^{uv} \\ T_{10} := P_{10}^{uv} \\ T_{11} := P_{11}^{uv} \end{cases} \quad \text{ún. twistvektorok (csavaródás)}$$

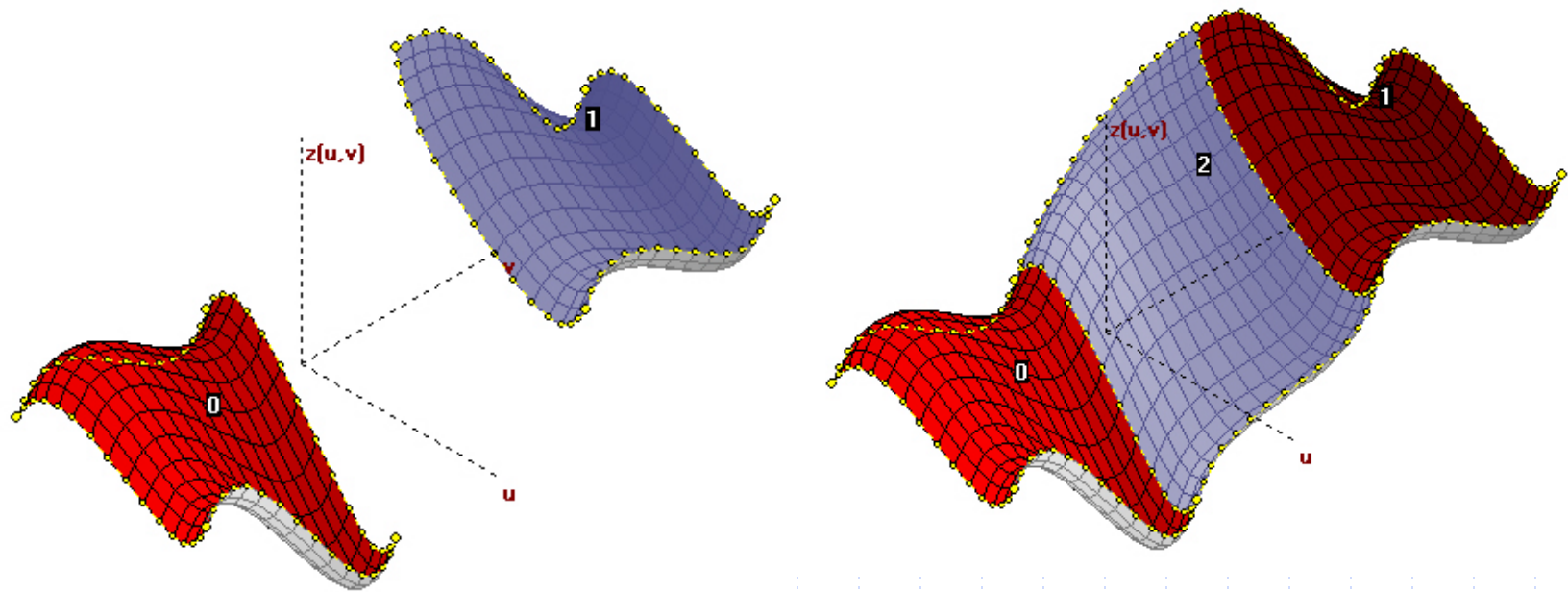
$$\begin{cases} H_{00}(t) = 2t^3 - 3t^2 + 1 \\ H_{10}(t) = -2t^3 + 3t^2 \\ H_{01}(t) = t^3 - 2t^2 + t \\ H_{11}(t) = t^3 - t^2 \end{cases}, \quad t \in [0,1] \quad \text{ún. Hermite-féle súlyfüggvények}$$



$$T_{00} = T_{01} = T_{10} = T_{11} = (0,0,0)$$

Harmadfokú Coons foltok C^1 osztályú illesztése

C^1 osztályú illesztés = a felület folytonos és az érintősík is folytonosan változik



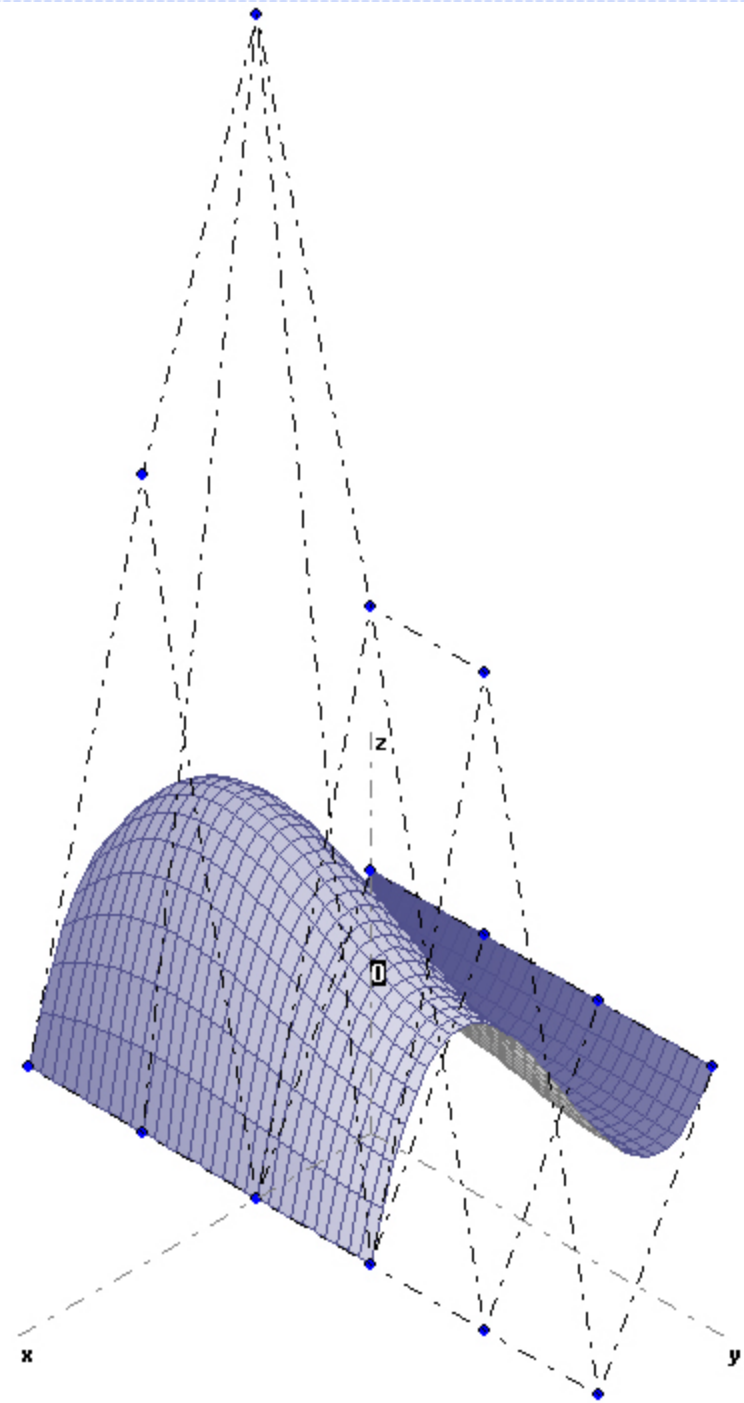
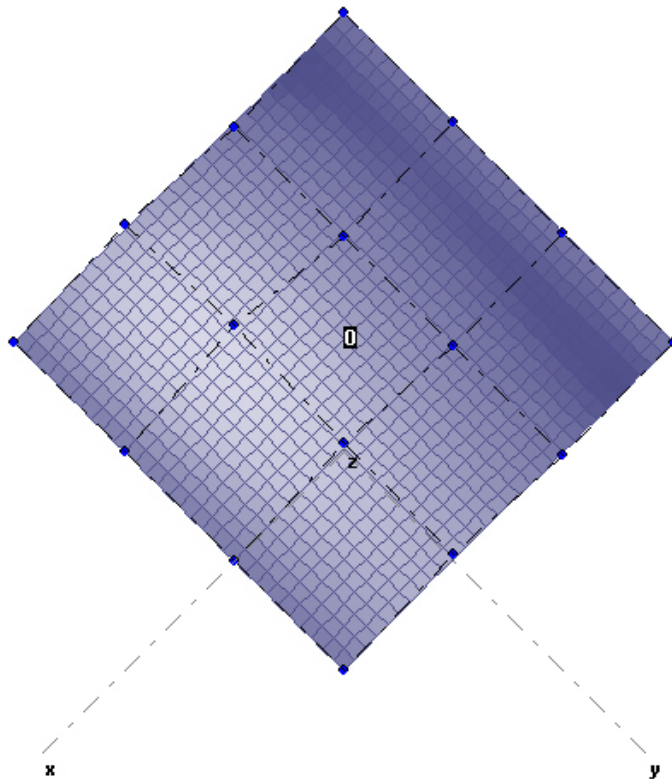
az említett simaság feltétele: a határgörbék mentén az összes információ meg kell egyezzen (kontrollpontok, érintővektorok, twistvektorok)

Harmadrendű Bézier – foltok

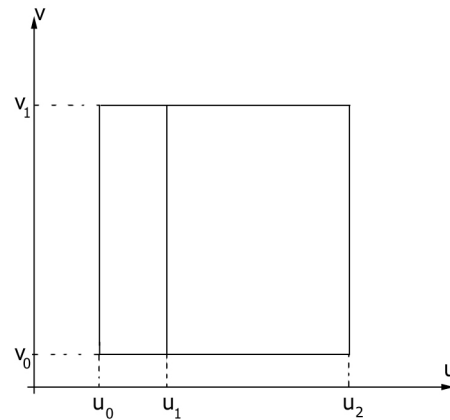
$$F : [0,1] \times [0,1] \rightarrow \mathbb{R}^3$$

$$F(u, v) = \sum_{i=0}^3 \sum_{j=0}^3 P_{ij} B_3^i(u) B_3^j(v), \text{ ahol}$$

$$B_n^k(t) = \binom{n}{k} t^k (1-t)^{n-k}, \quad t \in [0,1] \text{ – ún. Bernstein polinom}$$



Harmadrendű Bézier – foltok C^1 osztályú illesztése



$$A(u, v) = \sum_{i=0}^3 \sum_{j=0}^3 A_{ij} B_3^i \left(\frac{u - u_0}{u_1 - u_0} \right) B_3^j \left(\frac{v - v_0}{v_1 - v_0} \right), u \in [u_0, u_1], v \in [v_0, v_1]$$

$$B(u, v) = \sum_{i=0}^3 \sum_{j=0}^3 B_{ij} B_3^i \left(\frac{u - u_0}{u_1 - u_0} \right) B_3^j \left(\frac{v - v_0}{v_1 - v_0} \right), u \in [u_1, u_2], v \in [v_0, v_1]$$

$$\frac{1}{\Delta u_0} (A_{3,j} - A_{2,j}) = \frac{1}{\Delta u_1} (B_{1,j} - B_{0,j}), j = \overline{0,3}$$

$$\Delta u_i := u_{i+1} - u_i$$

