

Basic Assignment M1: Parametric Curves

- Implement a demo on parametric curves.
- Bare minimum:
 - Draw quadratic Bezier curve in 2D
- Ideas for exploration:
 - General n-degree Bezier curve
 - Decomposition of Bezier curves
 - Compare parameter sampling methods (uniform vs adaptive)
 - Rational Bezier curves
 - Cubic Catmull-Rom splines
 - Compare 3 ways of setting t_k
 - B-splines, NURBS
 - Bezier or Coons surface patch in 3D space
 - 3D modeling by combining surface patches
 - Implement κ -curves
 - Implement C^2 interpolating plines (Do NOT refer to the author's WebGL code)