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## **NURBS Part 1: An introduction to NURBS**

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Introduction of new Sub Division modelling

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ProArchitect #004 - Mesh vs NURBS (basics of CAD geometry)*Geeking out on NURBS | Shapr3D VLOG Episode 3 Maya: How to trim NURBS surfaces | lynda.com tutorial*

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[13] Curves \u0026 Surfaces | GSD-6338: Introduction to Computational Design | Harvard GSD*Create This Book 2 INTRODUCTION (Ep. 1) ~~ADVANCED RHINO / NURBS TO MESH / REDUCE MESH / MESH TO POLYSURFACE~~ Surface Modeling with Fusion 360 Blender 2.8.*

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same for surfaces, consistently stressing important shape design properties and the capabilities of each curve and surface type.

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The 3D geometry is mathematically represented through NURBS which stands for 'Non-Uniform Rational B-Splines'. NURBS has the potential

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of precisely describing all types of digital shapes ranging from circles, arcs, 2D shapes to 3D solids and highly intricate freeform organic surfaces.

*NURBS: An Introduction - ThePro3DStudio*

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*An Introduction to NURBS - 1st Edition*

An introduction to NURBS++ Philippe Lavoie  
April 28, 1999 NURBS++ is available from the  
web at [http://yukon.genie.uottawa.ca/  
lavoie/software/nurbs](http://yukon.genie.uottawa.ca/lavoie/software/nurbs). It offers classes to

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represent NURBS curves and surfaces along with many functions to help manipulate them. For interactive design purposes it also has OpenGL wrappers.

### *An introduction to NURBS*

The algorithms are implementations of the pseudocode in Appendix C of An Introduction to NURBS. Here the algorithms have been loosely translated into a 'real' programming language, i.e., C. Hopefully, the availability of the algorithms in C will increase your understanding of the algorithms and hence of the underlying mathematics.

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An Introduction to Computer Graphics for Artists is an application-independent, reader-friendly primer for anyone with a serious desire to understand 3D Computer Graphics. Written by a veteran of the computer graphics industry whose previous career included film animation and various spells as Art Director for video games, Andrew Paquette draws on his

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experiences both as an artist and a manager.

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Nonuniform rational B-splines (NURBS) are used in modeling curves and surfaces such as

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animated objects, aircraft wings, or other engineering parts. The basic idea is to produce a patchwork of pieces of mathematically simpler curves or surfaces that, when joined in a suitably smooth fashion across boundaries, closely approximate the object being modeled so that calculations can be performed.

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