

Curve Based Design

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<http://gmsv.kaust.edu.sa/people/faculty/rockwood/rockwood.html>

Designing with feature curves closely approximates drawing in 3D. The key to the technology is to develop multisided patches, which allow the designer to focus on the curves instead of patching schemes. The figures to the right show the preferred workflow from sketch to representative curves (B-splines) to automatic (ABM) surfaces, which incorporate G1 and G2 continuity. Careful parameterization of the patch domains improves the fairness of the surface. Figures along the bottom show some of the designs possible.

