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The 3D geometry is mathematically represented through NURBS which stands for 'Non-Uniform Rational B-Splines'. NURBS has the potential of precisely describing all types of digital shapes ranging from circles, arcs, 2D shapes to 3D solids and highly intricate freeform organic surfaces.

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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>. It offers classes to 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 experiences

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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 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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