

<b>Author (UniMAP)</b>	Chang, L.H.T.
<b>School / Department</b>	Institute of Engineering Mathematics
<b>Citations</b>	<p>Saaban, A., Piah, A.R.M., Majid, A.A., Chang, L.H.T. G1 scattered data interpolation with minimized sum of squares of principal curvatures (2005) Proceedings of the Conference on Computer Graphics, Imaging and Vision: New Trends 2005, 2005, art. no. 1521092, pp. 385-390.</p> <p>DOCUMENT TYPE: Conference Paper SOURCE: Scopus</p>
<b>Abstract</b>	<p>One of the main focus of scattered data interpolation is fitting a smooth surface to a set of non-uniformly distributed data points which extends to all positions in a prescribed domain. In this paper, given a set of scattered data <math>V = \{(x_i, y_i), i=1, \dots, n\} \in \mathbb{R}^2</math> over a polygonal domain and a corresponding set of real numbers <math>\{z_i\}_{i=1}^n</math> we wish to construct a surface <math>S</math> which has continuous varying tangent plane everywhere (<math>G^1</math>) such that <math>S(x_i, y_i) = z_i</math>. Specifically, the polynomial being considered belong to <math>G^1</math> quartic Bézier functions over a triangulated domain. In order to construct the surface, we need to construct the triangular mesh spanning over the unorganized set of points, <math>V</math> which will then have to be covered with Bézier patches with coefficients satisfying the <math>G^1</math> continuity between patches and the minimized sum of squares of principal curvatures. Examples are also presented to show the effectiveness of our proposed method.</p>
<b>Impact Factor</b>	None
<b>Document Type</b>	Conference Paper
<b>Serials Number (Internal)</b>	200505