

should be $> \frac{1}{2}$ done...

Top
↓
down

Tricia
do edge
do scanline

edge
find out
SMY

Up
↑
better

full scanline
full circle

B-Spline

blebbies

Fragment shaders

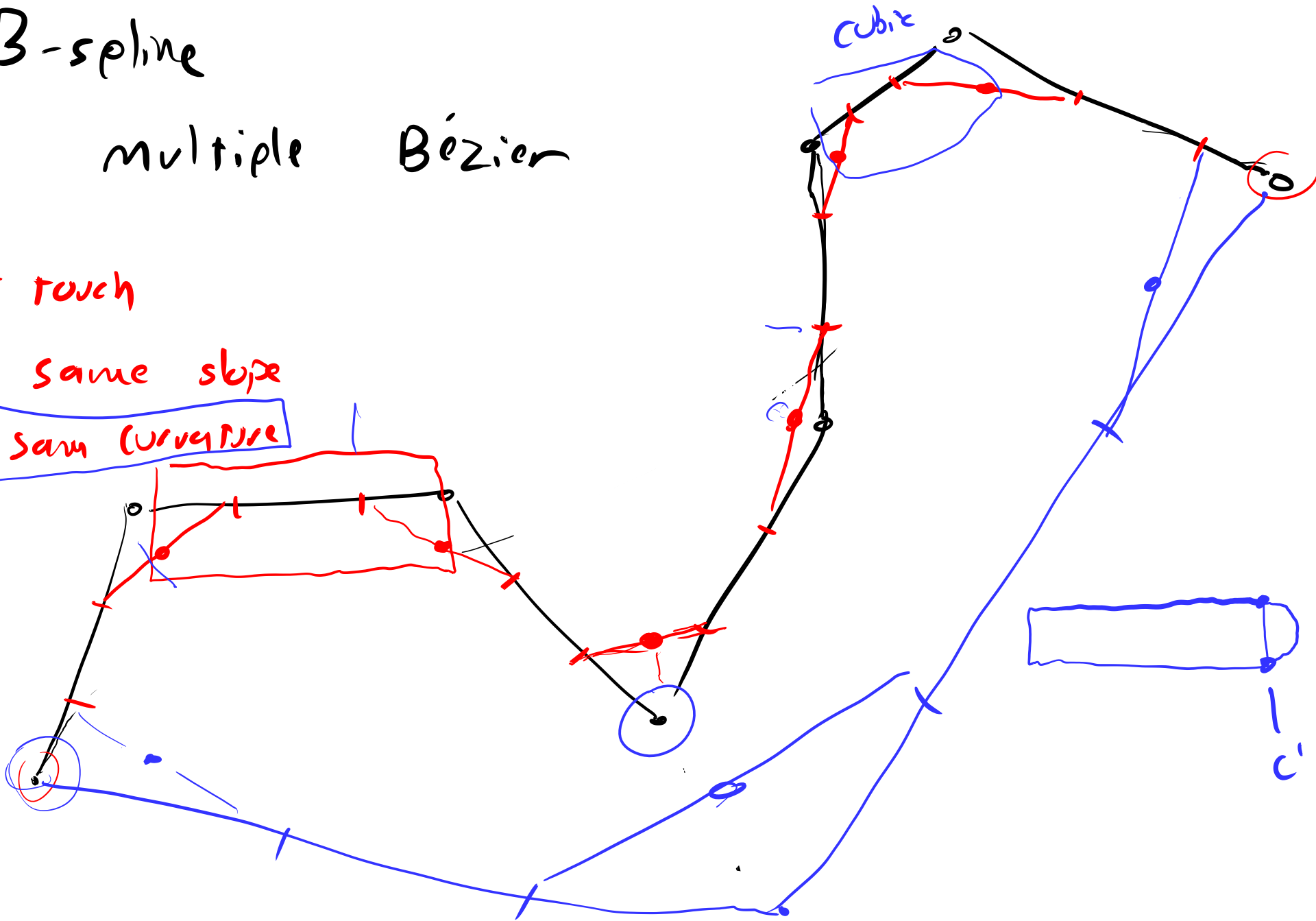
B-spline

multiple Bézier

$C^0 = \text{touch}$

$C^1 = \text{same slope}$

$C^2 = \text{same curvature}$

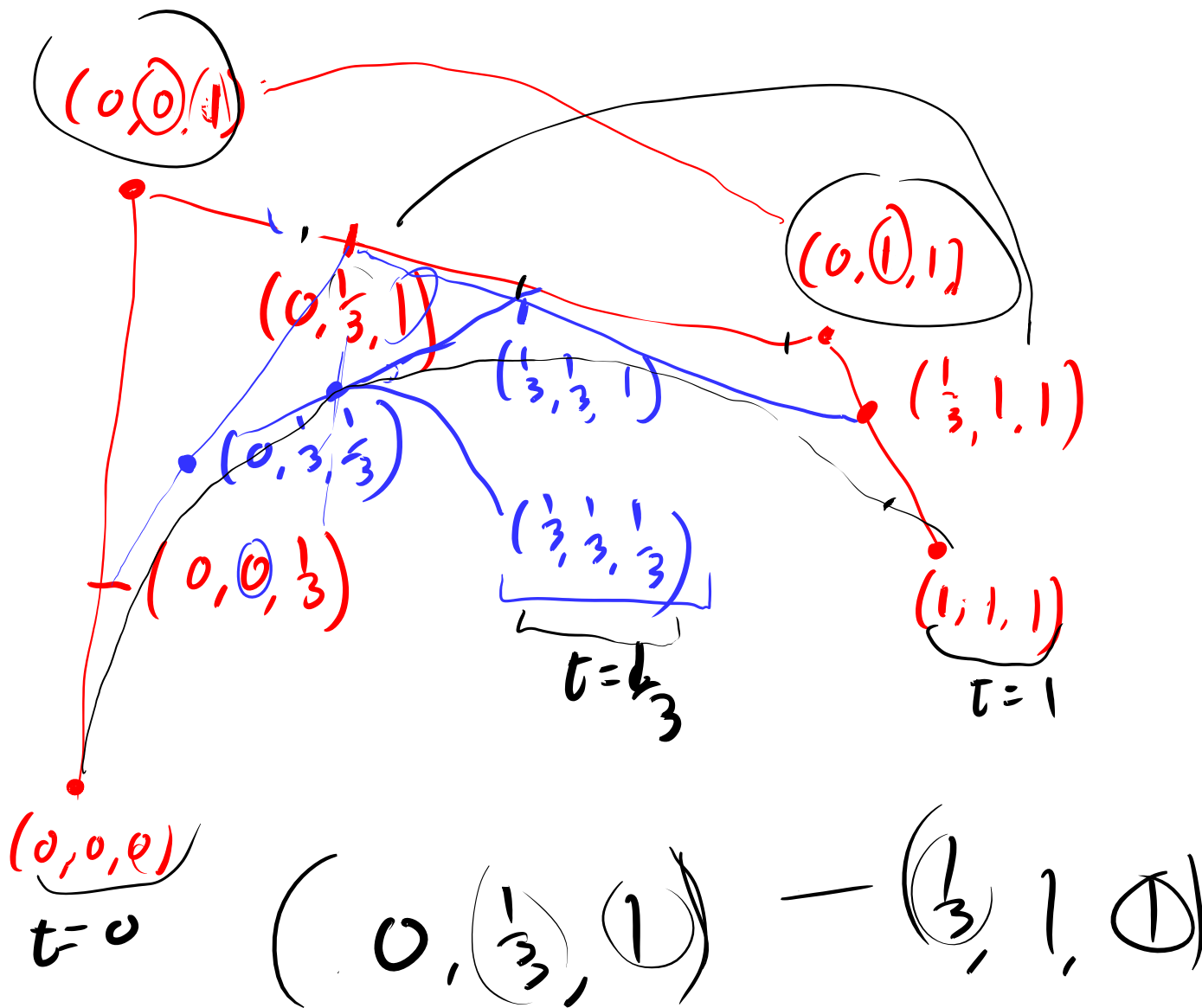


Spline

B-spline

$(0, 0, 0) \dots (1, 1, 1)$

Blossoms

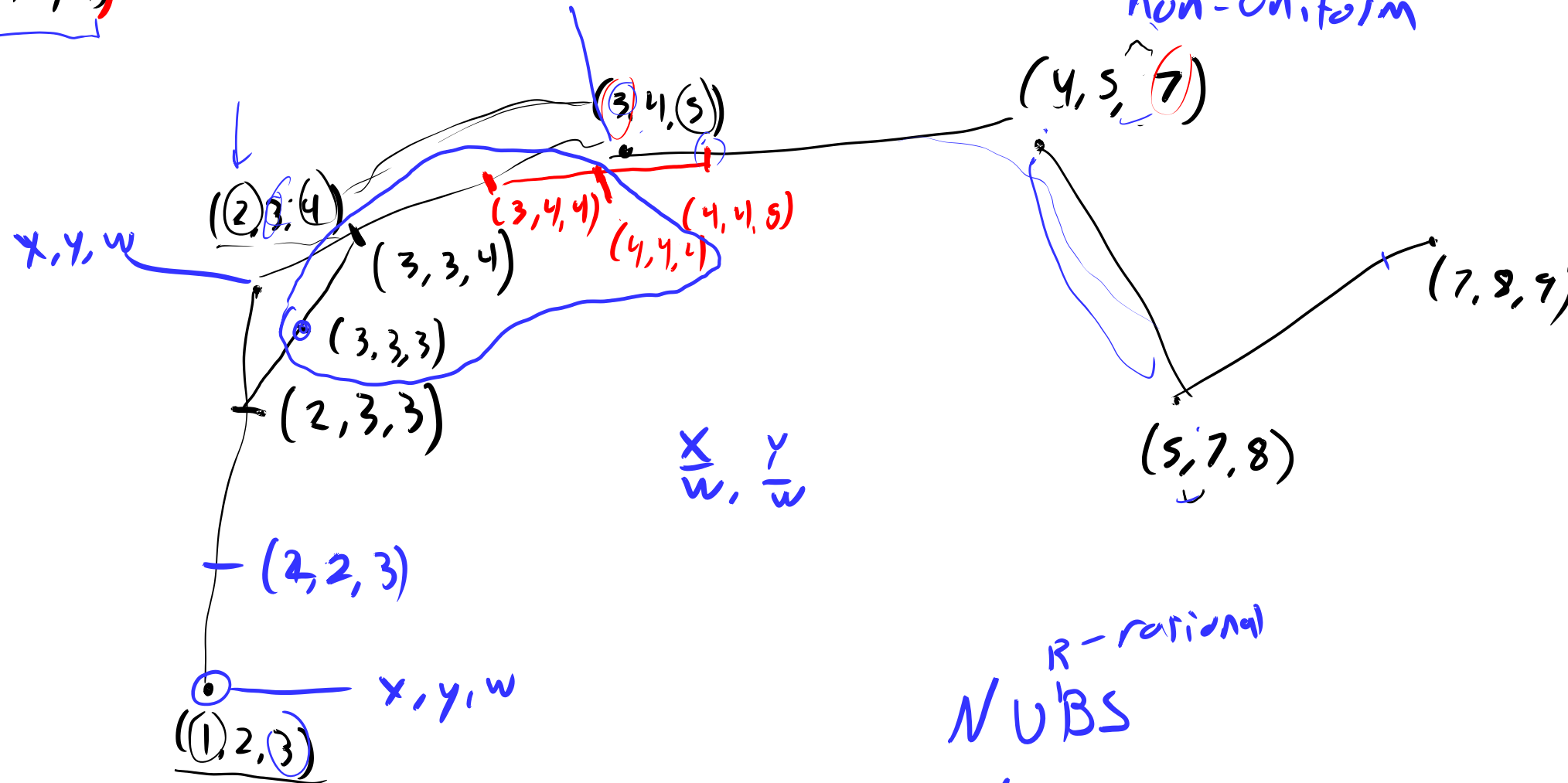


$(3,3,3)$
 $(4,4,4)$

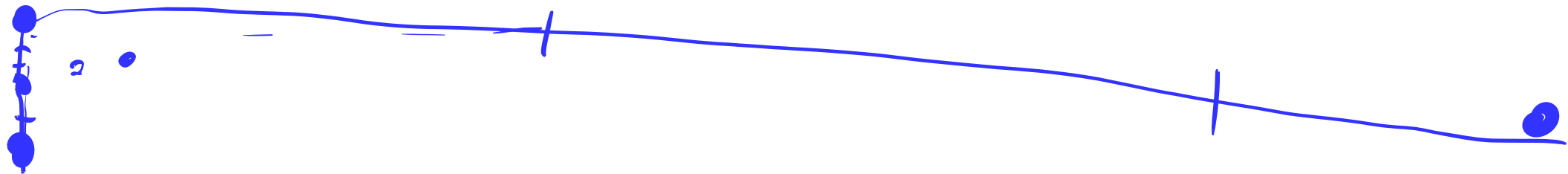
B-spline
 x, y, w

6.3
sss $\rightarrow \rightarrow \rightarrow$

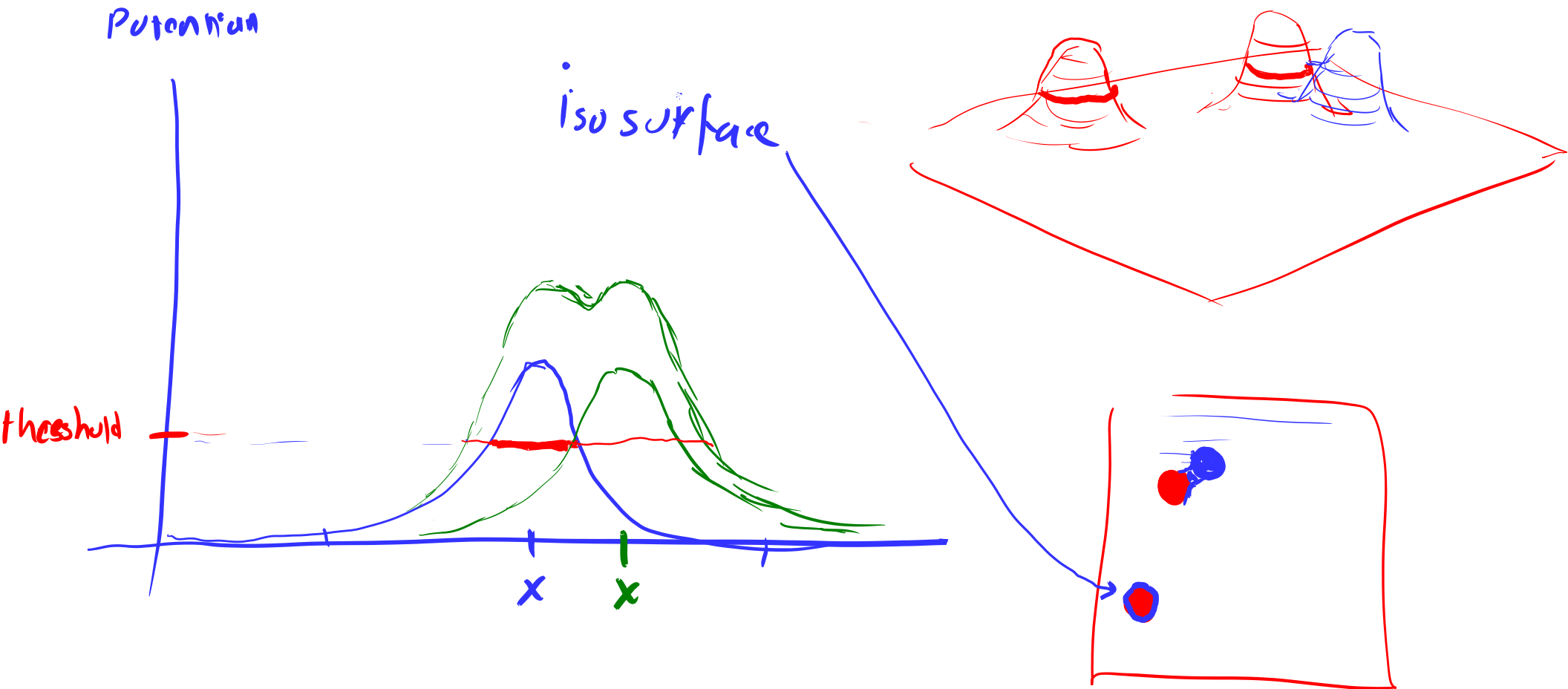
non-uniform



R -rational
NUBS
NURBS



Blobbies

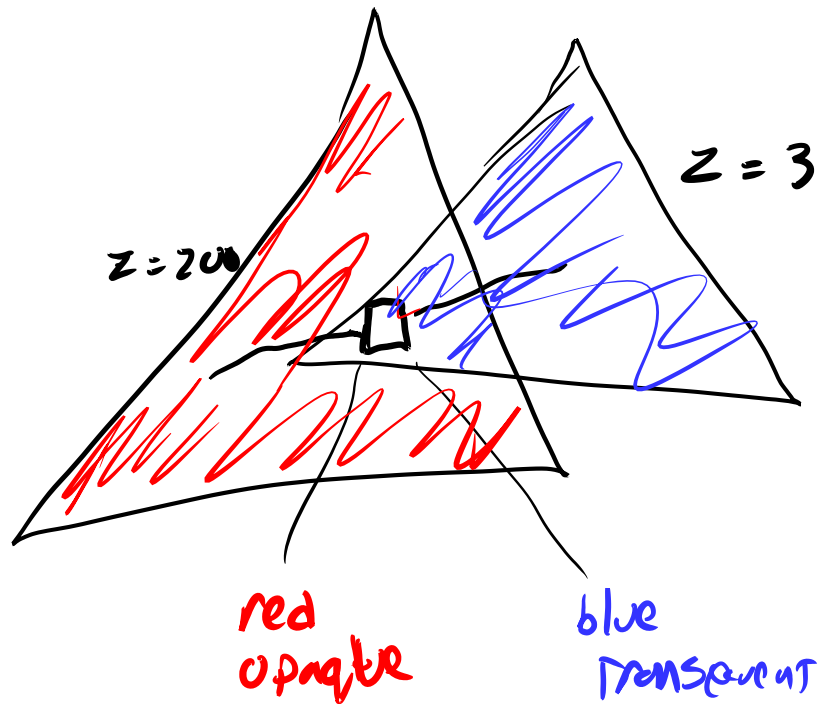


Fragment

pixel from 1 or more objects

z - index or order

α - opacity
glowiness
bleed
underness
⋮



Purpleish

See (most or less) of red

all red