



# CS3071

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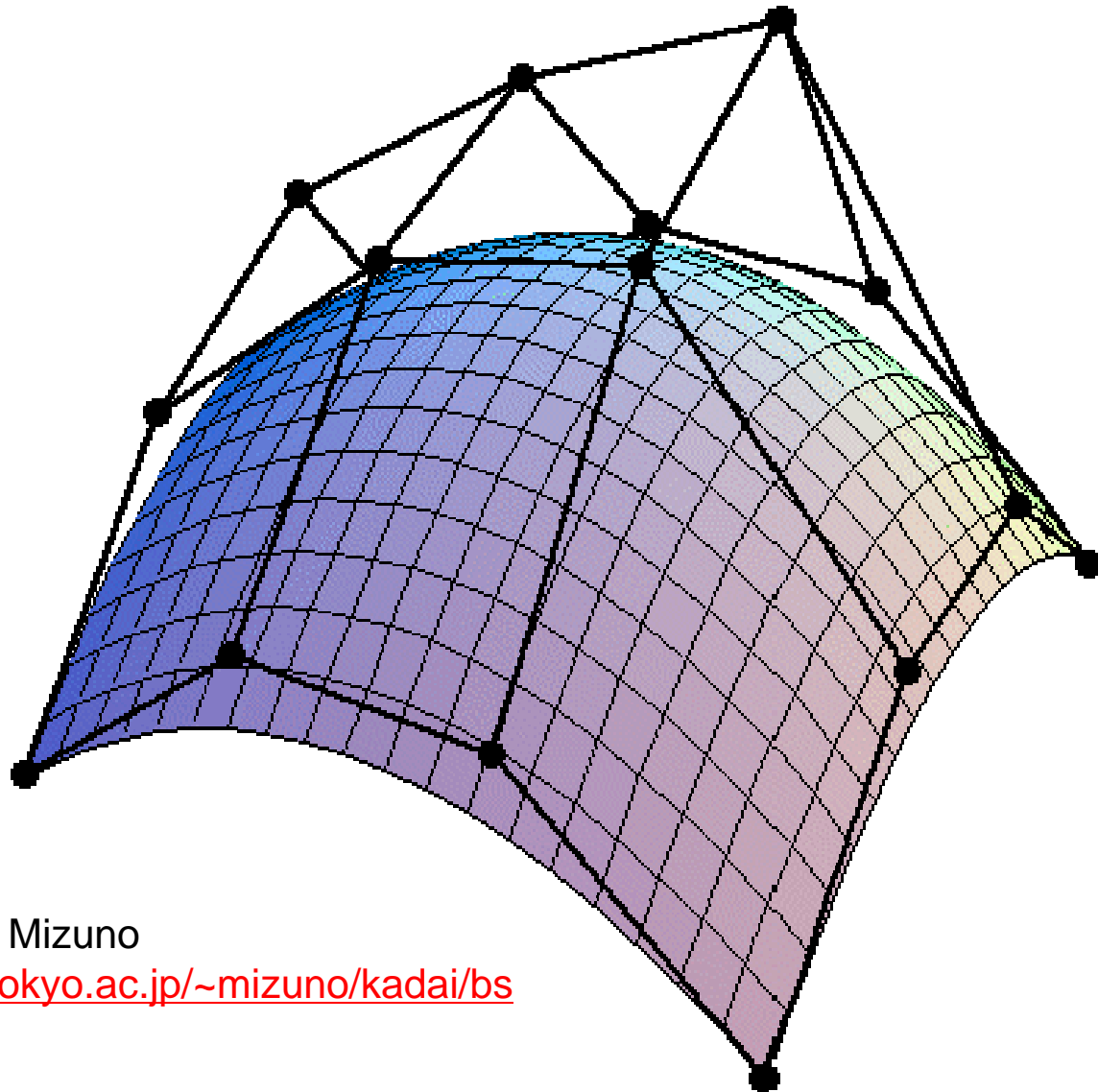
## Computer Graphics Modelling and Rendering

### 3: Curves and Surfaces

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Courtesy of Ryoichi Mizuno

<http://nis-lab.is.s.u-tokyo.ac.jp/~mizuno/kadai/bs>