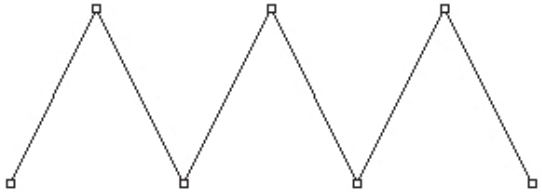
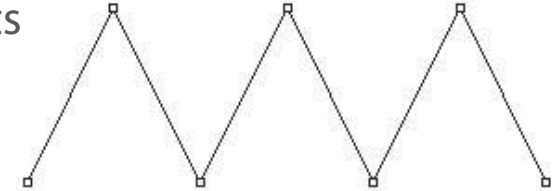
Control Point Curve

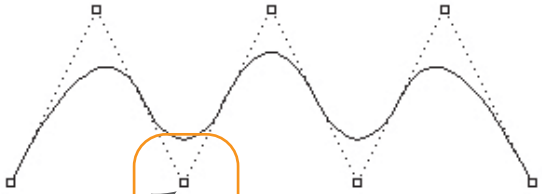


1.Grades

Edit Points

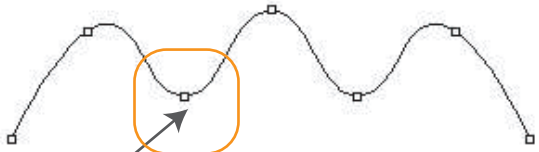


Control Points = Edit Points

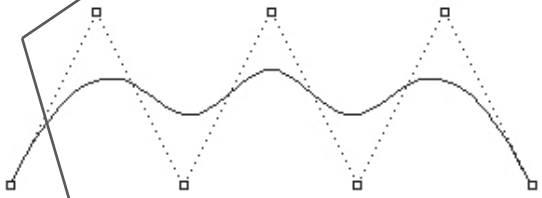


2. Grades

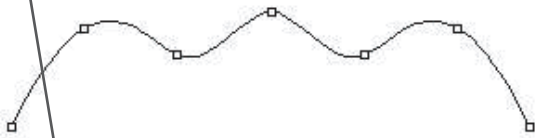
Control Points

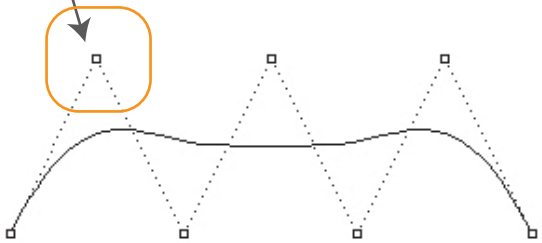


Edit Points

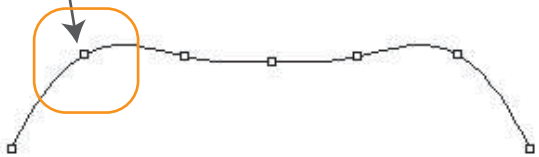


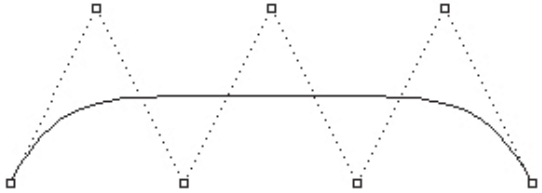
3. Grades



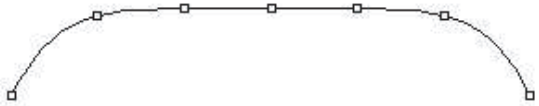


5. Grades





9. Grades

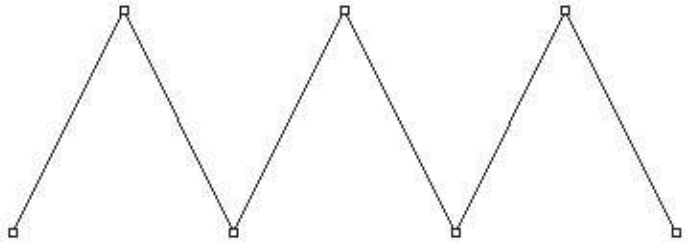


Control Point Curve

Control Points On/Off:

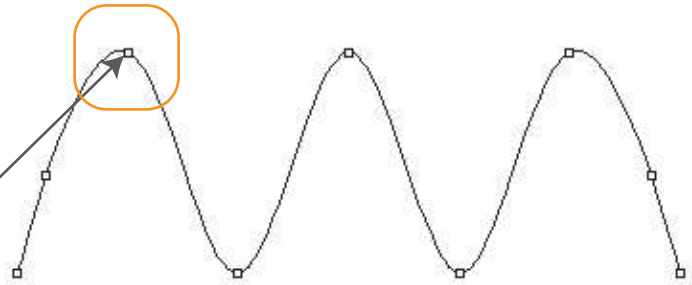
Edit Points On/Off:

Interpolate Point Curve

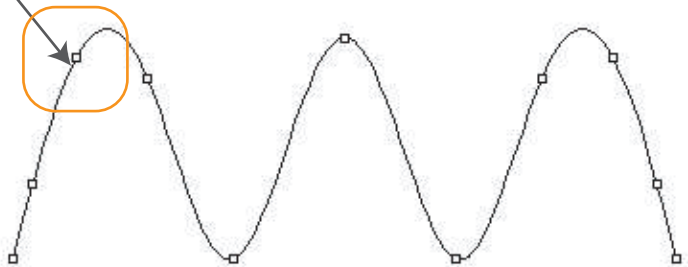


1.Grades

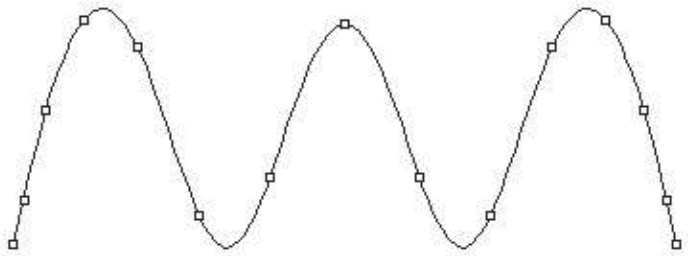
Edit Points



3. Grades

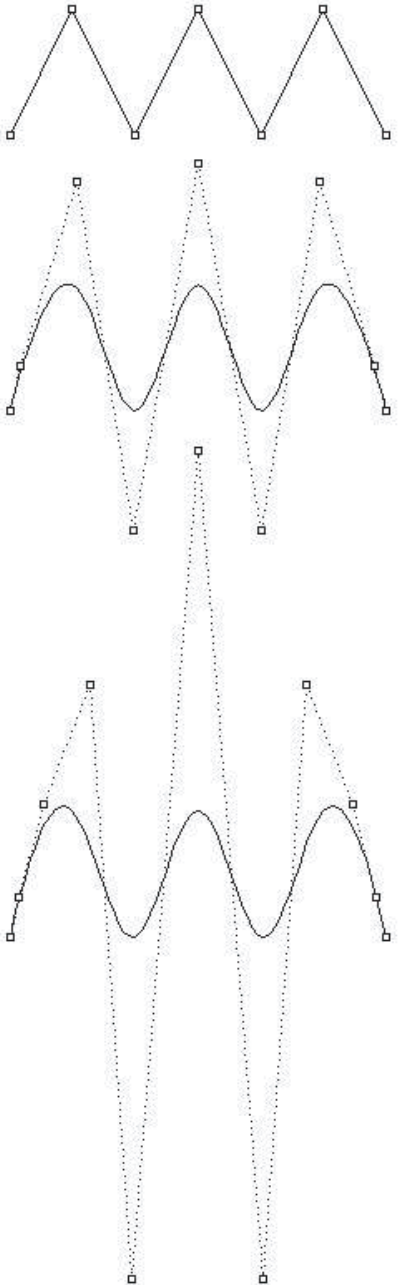


5. Grades



9. Grades

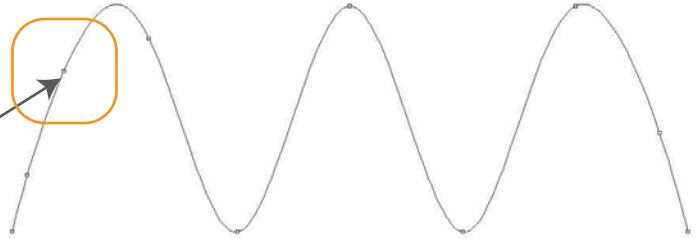
Control Points



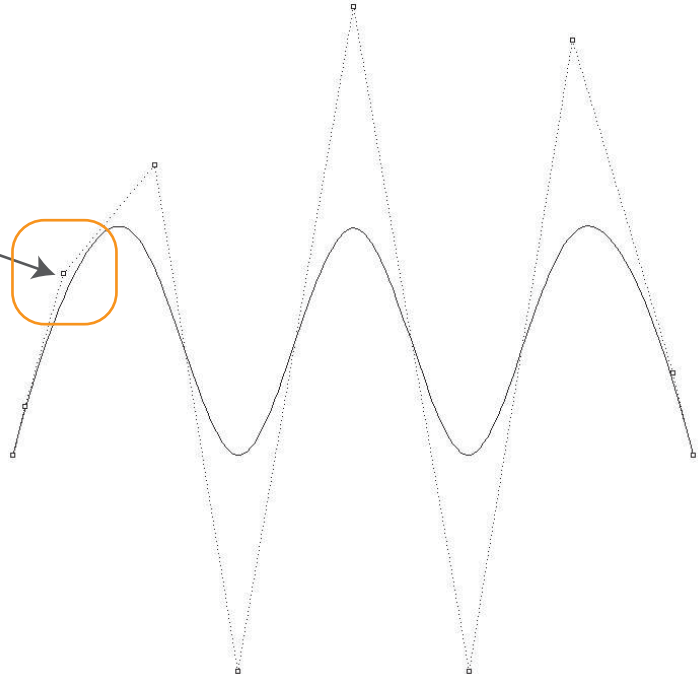
Interpolate Point Curve

Insert Edit Point/Knot

Insert Edit Point



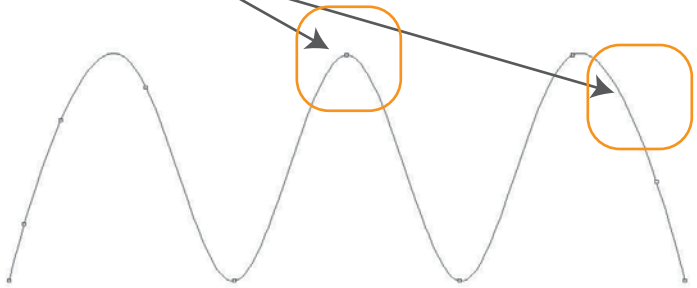
neuer Control Point



Fügt man Edit Points/Knots hinzu verändert sich die Kurve nicht

Remove Knot

remove Point



Entfernt man sie, verändert sich die Kurve

Insert Knot/ Edit Point

Remove Knot

Insert and Remove Knot/ Insert Edit Point

Edit Points/Control Points/Knot

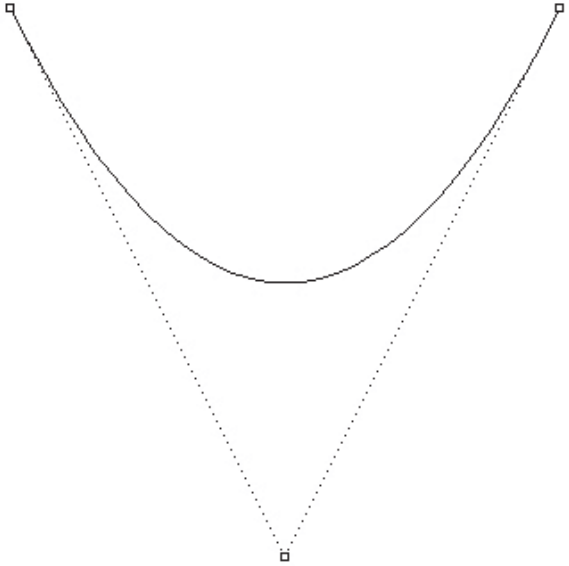
Control Points und Knots =visualisierte Bestandteile der Funktion

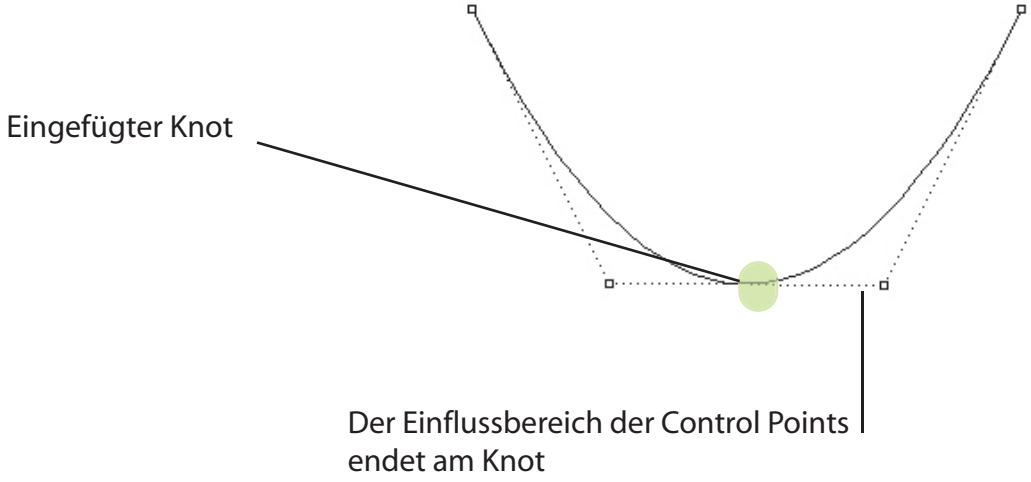
Edit Points = vereinfachen das Berarbeiten der Kurve

Kurven bestehen aus mehreren parametrischen Abschnitten.
Ihre Grenzen werden von Knots abgetrennt.

Sie trennen die Bereiche ab, wo Control Points Einfluss haben.

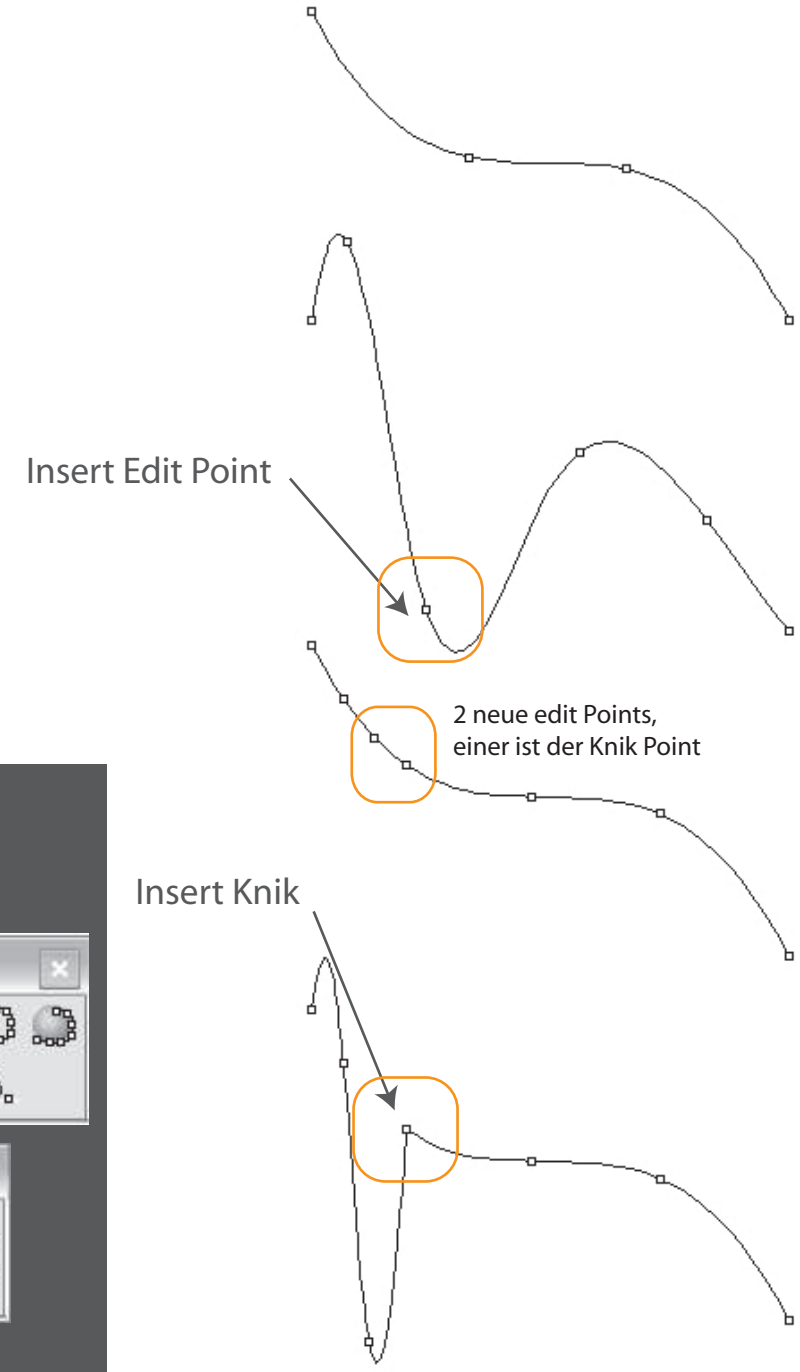
Jeweils am Anfang und am Ende einer Kurve liegen ein Edit Point,
ein Control Point und ein Knot übereinander.

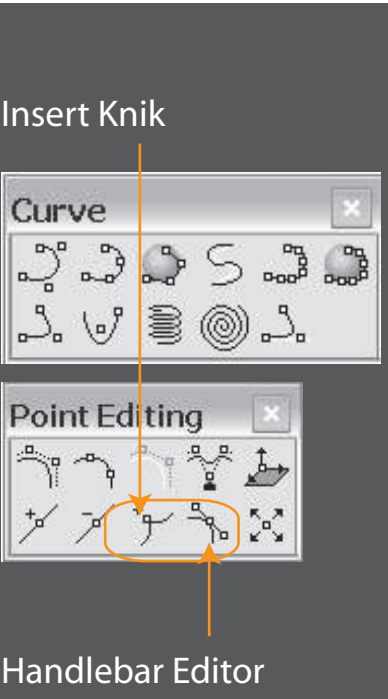




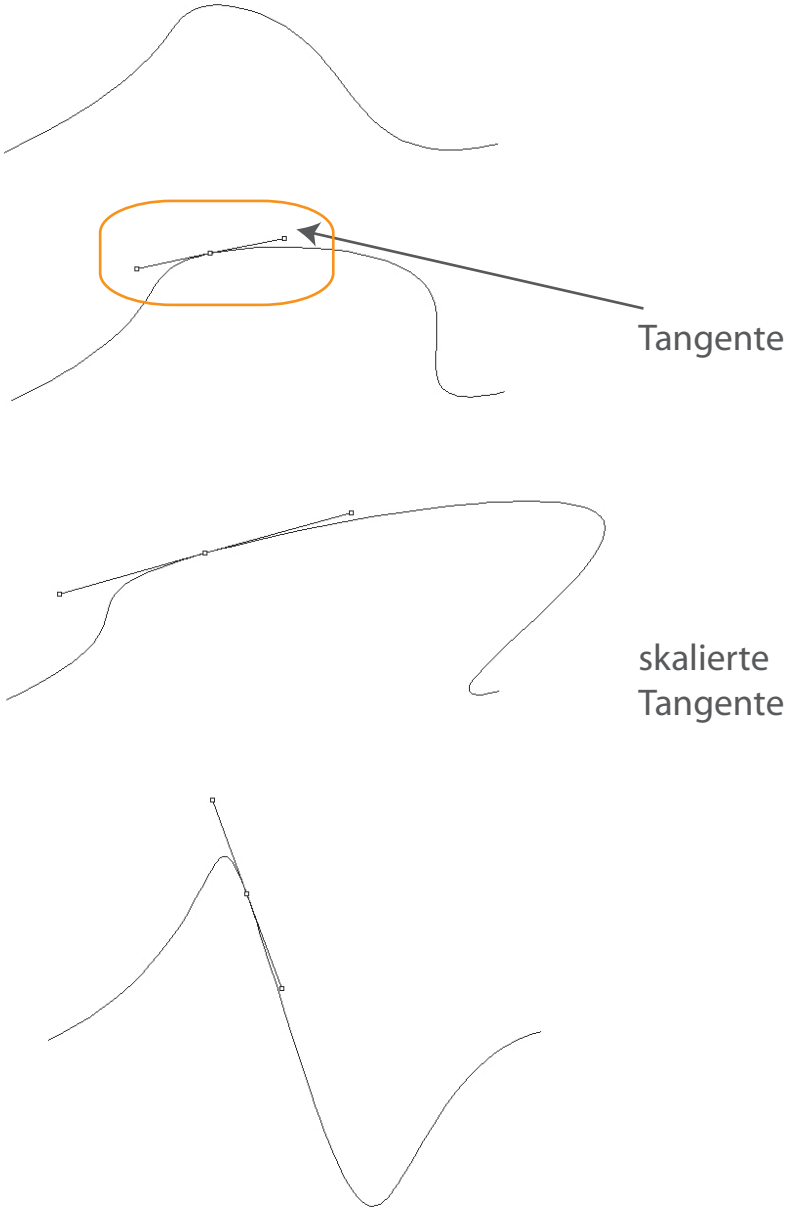
Unterschied Knot/ Edit Point/ Control Point

Insert Knik

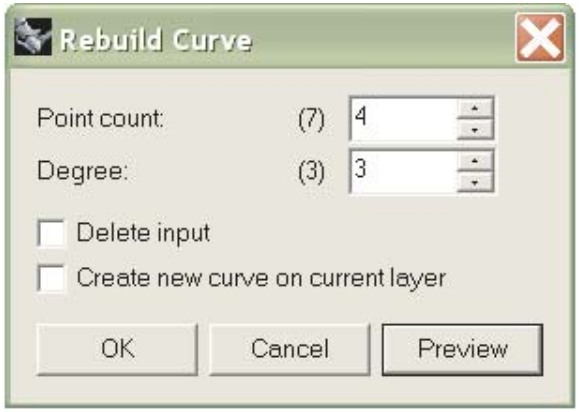


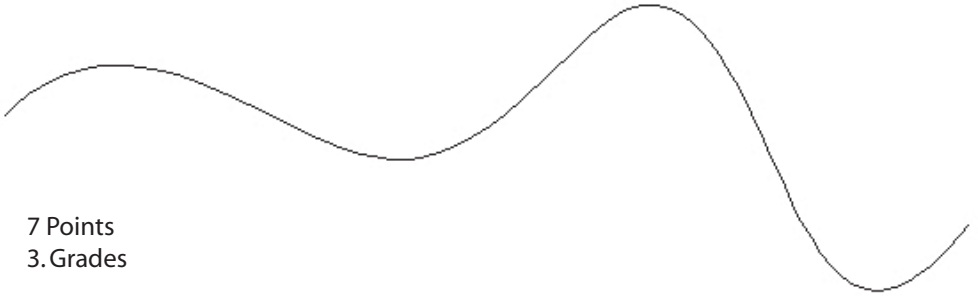


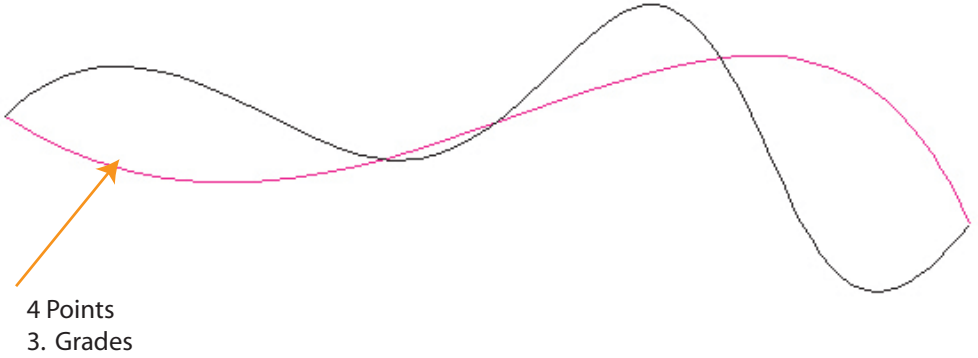
Handlebar Editor



Rebuild Curve







Rebuild Curve