

CAD/CAE Systems

Homework 3

Maciej Paszyński

Department of Computer Science
AGH University, Krakow

Exercise 3

Please take the code `bitmap_terrain.m` that computes the projection of terrain by using two dimensional B-splines basis functions.

Running this code on the bitmap representing terrain height (white=low, black=high) gives the 3D terrain map

```
bitmap_terrain(precision,"Terrain0.png",nx,p,nx,p)
```

here $\text{precision} = 2(\text{nx}+\text{p})+1$

You can use it as `bitmap_terrain(129,"Terrain0.png",62,2,62,2)`

Where nx is number of intervals in the knot vector and p is the B-spline order

Please prepare the bitmap (like `Terrain0.png`) that represents the map of the area where you live in your country, and use the code to plot the 3D map

Please send me the bitmap and the plot from the MATLAB

