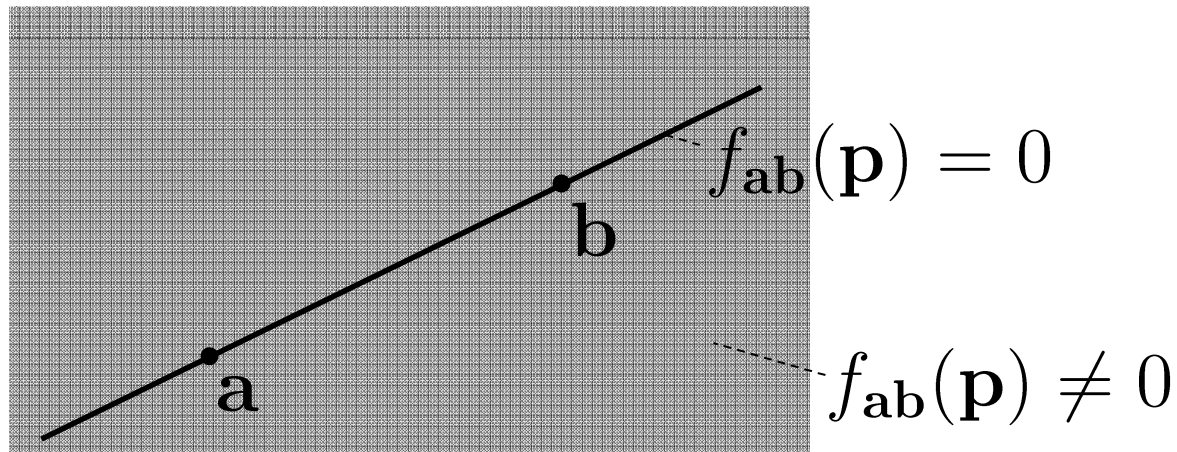


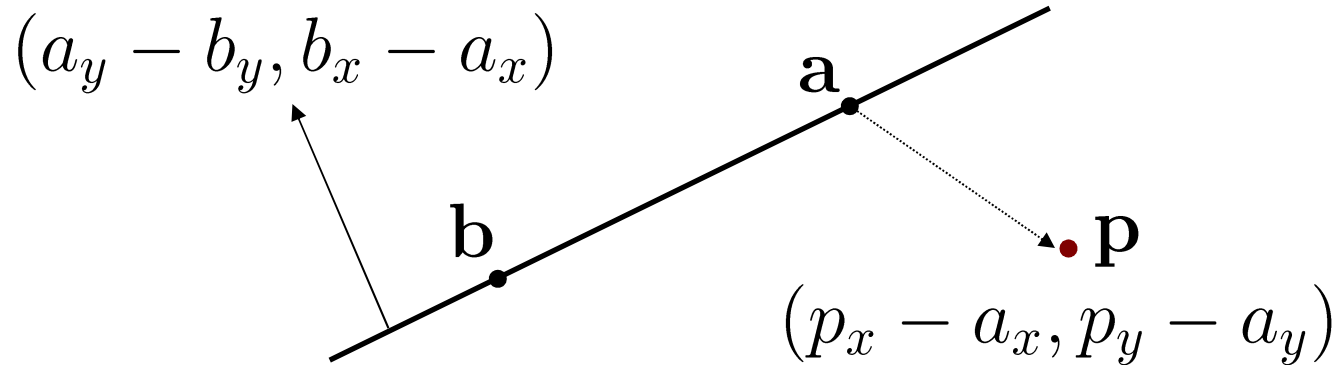
Implicit 2D Lines

- ▶ Given two 2D points **a**, **b**
- ▶ Define function $f_{ab}(\mathbf{p})$ such that $f_{ab}(\mathbf{p}) = 0$ if **p** lies on the line defined by **a**, **b**



Implicit 2D Lines

- ▶ Point **p** lies on the line, if **p-a** is perpendicular to the normal of the line

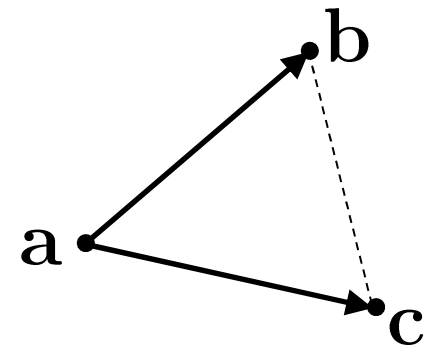


- ▶ Use dot product to determine on which side of the line **p** lies. If $f(\mathbf{p}) > 0$, **p** is on same side as normal, if $f(\mathbf{p}) < 0$ **p** is on opposite side. If dot product is 0, **p** lies on the line.

$$f_{ab}(\mathbf{p}) = (a_y - b_y, b_x - a_x) \cdot (p_x - a_x, p_y - a_y)$$

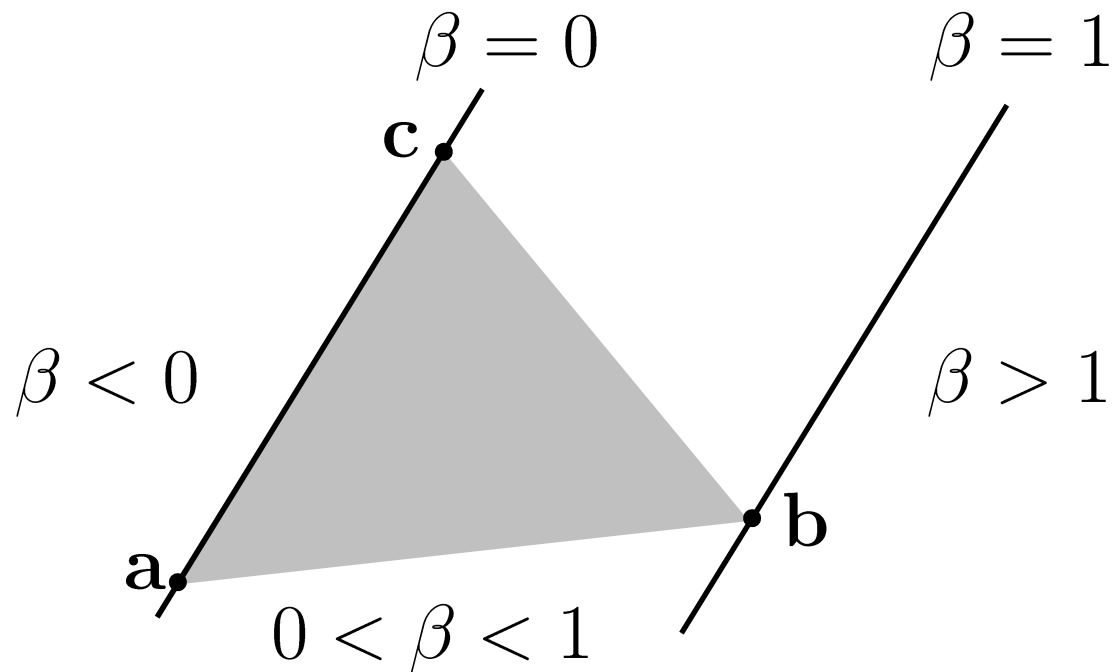
Barycentric Coordinates

- ▶ Coordinates for 2D plane defined by triangle vertices ***a***, ***b***, ***c***
- ▶ Any point ***p*** in the plane defined by ***a***, ***b***, ***c*** is
$$\mathbf{p} = \mathbf{a} + \beta (\mathbf{b} - \mathbf{a}) + \gamma (\mathbf{c} - \mathbf{a})$$
$$= (1 - \beta - \gamma) \mathbf{a} + \beta \mathbf{b} + \gamma \mathbf{c}$$
- ▶ We define $\alpha = 1 - \beta - \gamma$
 $\Rightarrow \mathbf{p} = \alpha \mathbf{a} + \beta \mathbf{b} + \gamma \mathbf{c}$
- ▶ α, β, γ are called **barycentric** coordinates
- ▶ Works in 2D and in 3D
- ▶ If we imagine masses equal to α, β, γ attached to the vertices of the triangle, the center of mass (the barycenter) is then ***p***. This is the origin of the term “barycentric” (introduced 1827 by Möbius)



Barycentric Coordinates

$$\mathbf{p} = \mathbf{a} + \beta(\mathbf{b} - \mathbf{a}) + \gamma(\mathbf{c} - \mathbf{a})$$



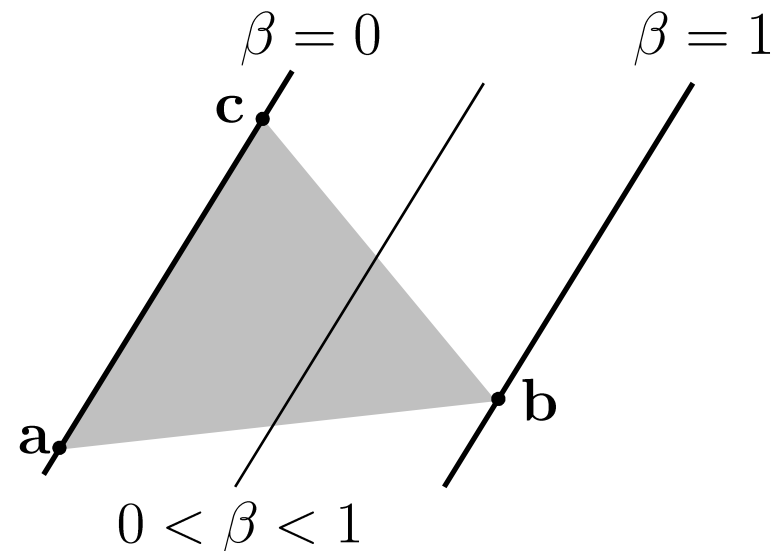
- \mathbf{p} is inside the triangle if $0 < \alpha, \beta, \gamma < 1$

Barycentric Coordinates

- ▶ Problem: Given point \mathbf{p} , find its barycentric coordinates
- ▶ Use equation for implicit lines

$$\beta(\mathbf{p}) = \frac{f_{ac}(\mathbf{p})}{f_{ac}(\mathbf{b})}$$

$$\gamma(\mathbf{p}) = \frac{f_{ab}(\mathbf{p})}{f_{ab}(\mathbf{c})}$$



- ▶ Division by zero if triangle is degenerate

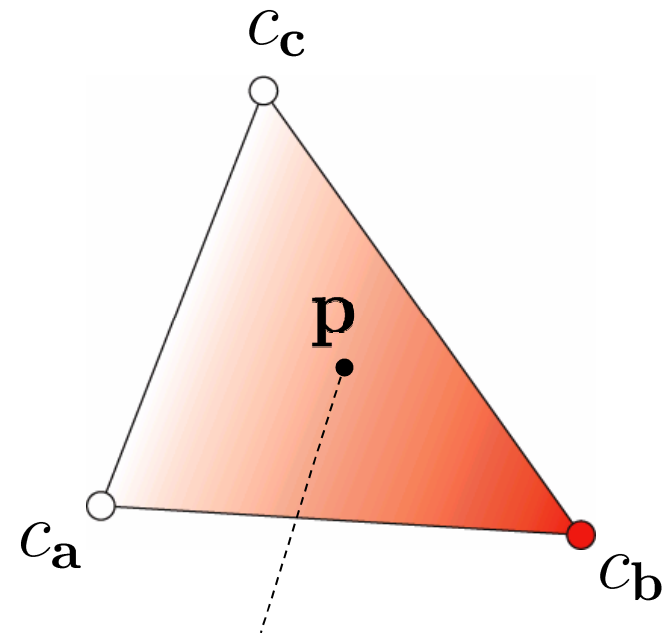
$$\alpha = 1 - \beta - \gamma$$

$$0 < \beta < 1$$

Barycentric Interpolation

- ▶ Interpolate values across triangles, e.g., colors

- ▶ Linear interpolation on triangles



$$c(\mathbf{p}) = \alpha(\mathbf{p})c_a + \beta(\mathbf{p})c_b + \gamma(\mathbf{p})c_c$$