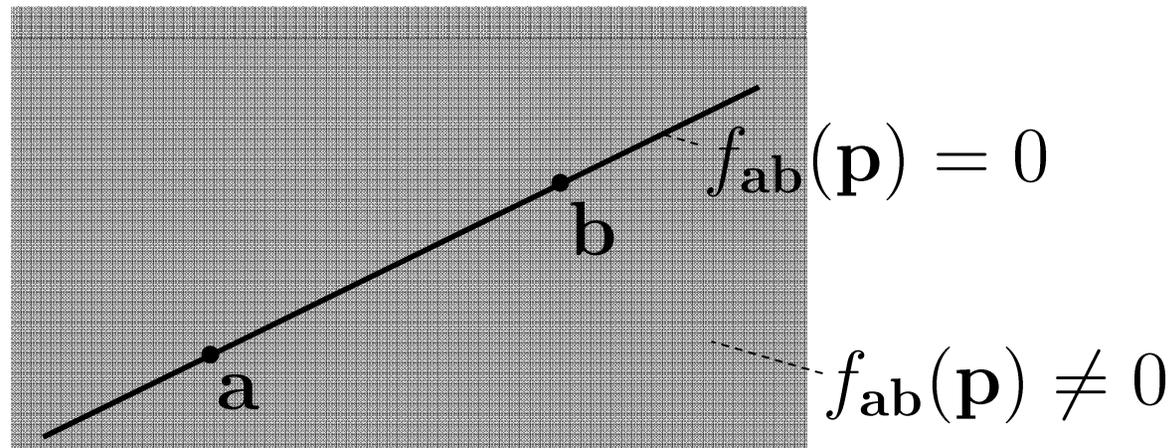


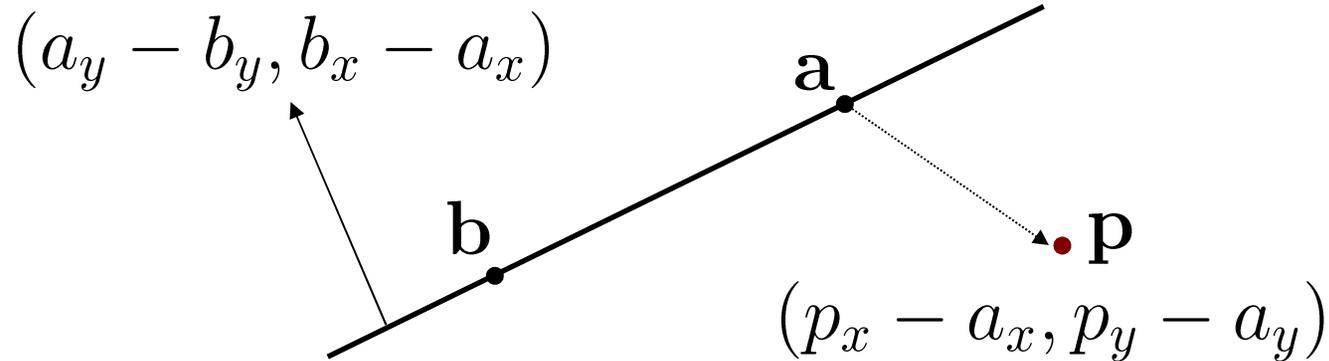
Implicit 2D Lines

- ▶ 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 \mathbf{p} lies on the line, if $\mathbf{p}-\mathbf{a}$ is perpendicular to the normal of the line

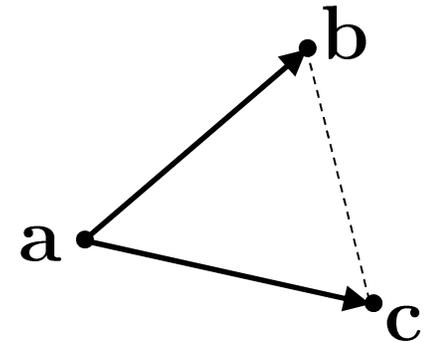


- ▶ Use dot product to determine on which side of the line \mathbf{p} lies. If $f(\mathbf{p}) > 0$, \mathbf{p} is on same side as normal, if $f(\mathbf{p}) < 0$ \mathbf{p} is on opposite side. If dot product is 0, \mathbf{p} lies on the line.

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

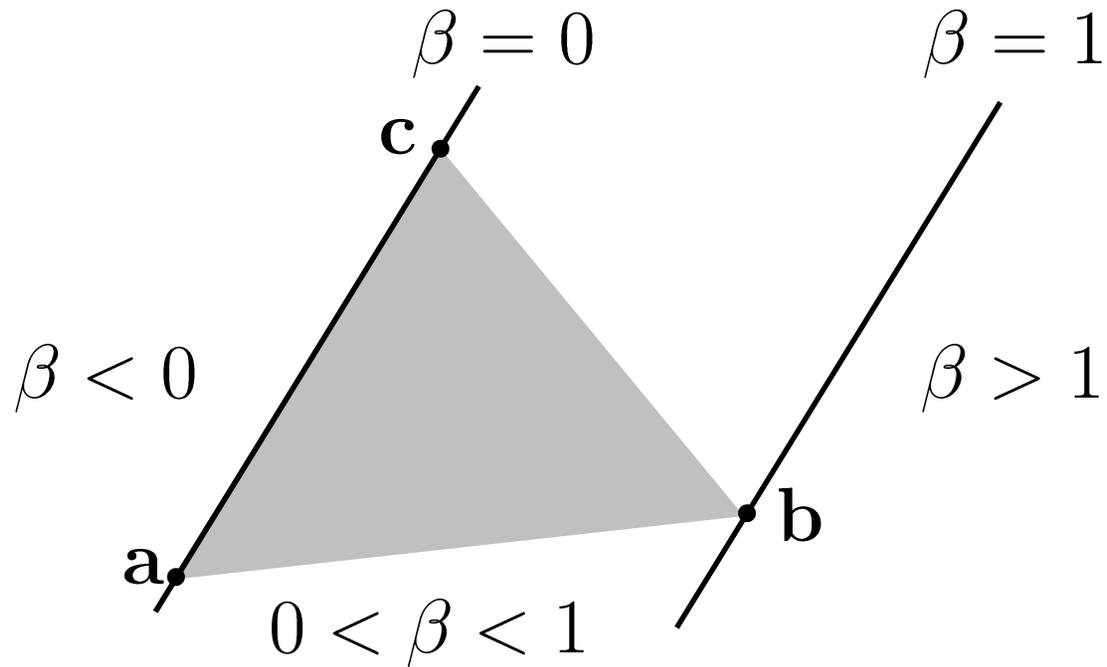
Barycentric Coordinates

- ▶ Coordinates for 2D plane defined by triangle vertices \mathbf{a} , \mathbf{b} , \mathbf{c}
- ▶ Any point \mathbf{p} in the plane defined by \mathbf{a} , \mathbf{b} , \mathbf{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 \mathbf{p} . This is the origin of the term “barycentric” (introduced 1827 by Möbius)



Barycentric Coordinates

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



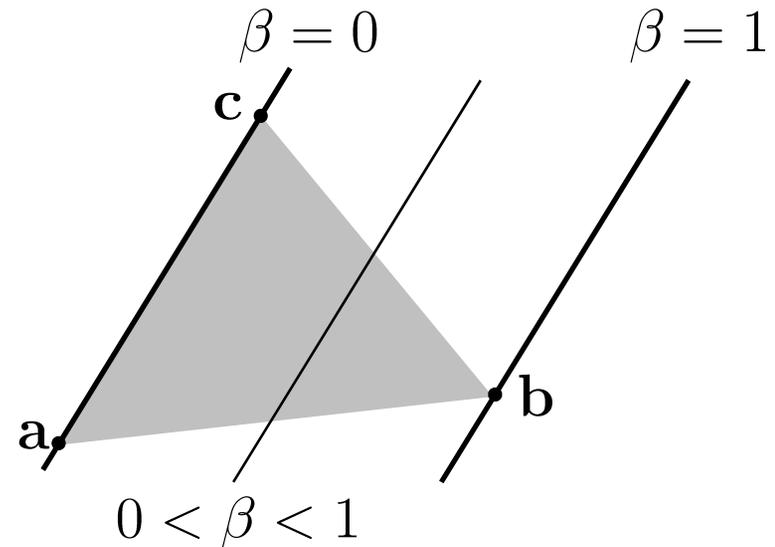
- ▶ \mathbf{p} is inside the triangle if $0 < \alpha, \beta, \gamma < 1$

Barycentric Coordinates

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

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

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



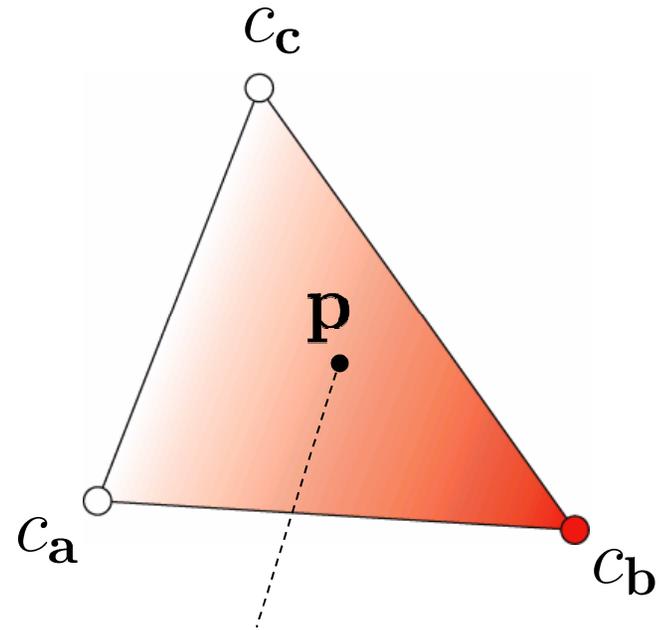
- ▶ Division by zero if triangle is degenerate

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

$$0 < \beta < 1$$

Barycentric Interpolation

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



- ▶ Linear interpolation on triangles

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