
Contents

Contents	1
Abstract	3
Zusammenfassung	5
1 Introduction	7
2 Related Work	11
2.1 Surface modeling	11
2.1.1 Simplicial surfaces	11
2.1.2 Parametric surfaces	12
2.1.3 Implicit surfaces	15
2.2 Approximation of functions on manifolds	16
3 The Ambient B-Spline Method	17
3.1 Basic concept	17
3.2 Approximation power	20
4 Realization of the Ambient B-Spline Method	25
4.1 Preliminaries	25
4.1.1 B-splines	25
4.1.2 Dual functionals and quasi-interpolants	28
4.2 Implementation	30
4.3 Examples	38
4.3.1 Geoid	39
4.3.2 Stanford Bunny	43
4.3.3 Cow model	49
5 Hierarchical Approximation	53
5.1 Hierarchical grids and B-splines	53
5.2 Approximation by hierarchical overlays	54

5.3	Approximation by linearly independent hierarchical B-splines	56
5.3.1	Hierarchical quasi-interpolant	67
5.3.2	Stability	70
5.3.3	Implementation aspects of hierarchical B-splines	72
6	Revised Examples Using Adaptive Refinement	75
6.1	Geoid	75
6.2	Stanford Bunny	80
6.3	Cow model	80
7	Curvature Analysis	87
7.1	Introduction	87
7.2	The generalized curvature tensor	88
7.3	Three different setups	90
7.3.1	Parametrized surfaces	90
7.3.2	Implicit surfaces	93
7.3.3	Space deformation	95
7.4	Examples	99
7.4.1	Stanford Bunny and cow model	99
7.4.2	Rounded cube	100
8	Further Issues	105
8.1	Parameter correction	105
8.2	Bootstrapping	107
9	Conclusion and Outlook	109
Bibliography		113