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Blending curves

Two arbitrarily given curves $k_1(t)$ and $k_2(t)$ are blended to a third curve $b(t)$ so that b joins k_1 and k_2 in given points A_1 and B_2 C^l - and C^m -continuously, respectively. In order to meet this objective we use polynomial functions $\alpha_{lm}(t)$ for the blending process. The Casteljaeu algorithm for curves is used in a special way to build the blended curve $b(t)$. Furthermore we can use our construction to generate interpolating spline curves.

Keywords: Spline curves, Hermite interpolation, interpolation.

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