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Applications of Coons' surfaces to architecture

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ABSTRACT

S. Coons [1,2] introduced a numerical method to define a surface which interpolates four boundary curves. This method was defined in the context of the design process car's models. In this work we propose an adaptation from this method to the architectural design. Concretely we study the behavior of the curvature of the surface obtained in function of the boundary curves, that makes possible their later application.

References

[**1**] S. Coons. Surface patches and B-spline curves. In R. Barnhill and R. Riesenfeld, editors, Computer Aided Geometric Design, Academic Press, 1974.

[**2**] S. Coons. Surfaces for computer aided design. Technical Report M. I. T, 1964. Available as AD 663 504 from the National Technical Information Service, Springfield, VA 22161.

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