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The algorithms are implementations of the pseudocode in Appendix C of An Introduction to NURBS. Here the algorithms have been loosely translated into a 'real' programming language, i.e., C. Hopefully, the availability of the algorithms in C will increase your understanding of the algorithms and hence of the underlying mathematics.

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An introduction to NURBS++ Philippe Lavoie April 28, 1999

NURBS++ is available from the web at

<http://yukon.genie.uottawa.ca/lavoie/software/nurbs>. It offers classes to represent NURBS curves and surfaces along with many functions to help manipulate them. For interactive design purposes it also has OpenGL wrappers.

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