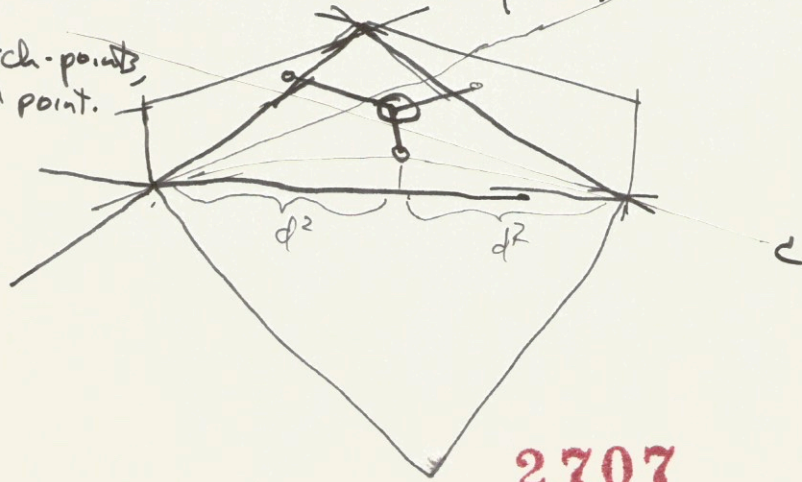


FSM

Surface, procedurally.

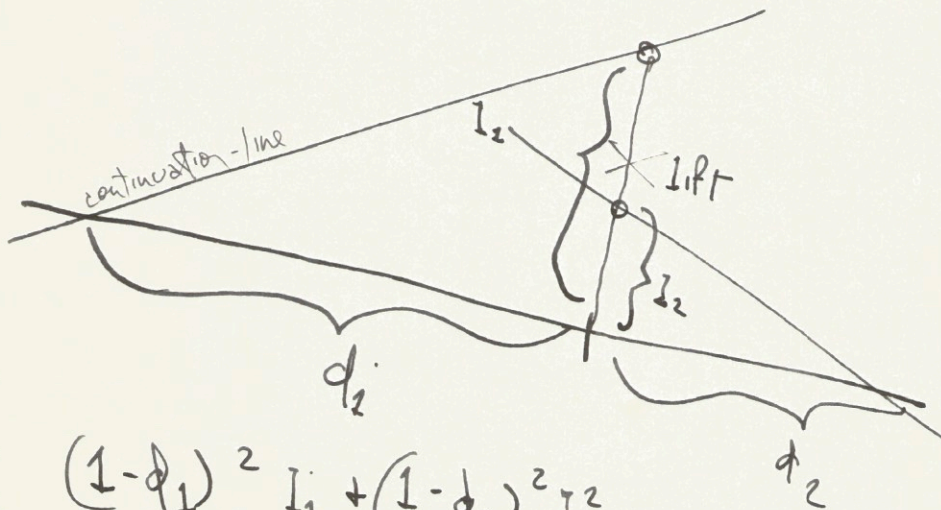
1. Find \vec{c} continuation-line of facet corners.
2. Find arch-point on basis of two weights, squared, on that dimension.
3. From 3 arch-points, find horsted point.



2707

FSM

Surface: ARCH-POINT

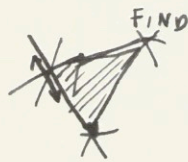


$$\text{lift} = \frac{(1-d_1)^2 I_1 + (1-d_2)^2 I_2}{2}$$

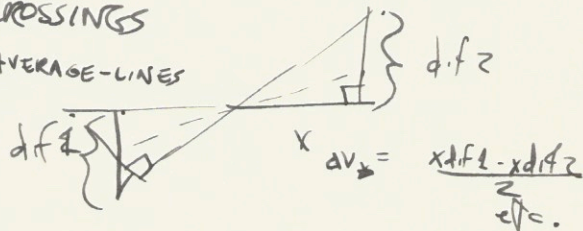
2707

FIND ARCH-POINTS

DETERMINE CROSSINGS



AVERAGE-LINES



WEIGHT AVERAGE-LINES

$$\frac{(1-d_1)^2 \cdot av_1 + (1-d_2)^2 \cdot av_2}{2}$$

2710

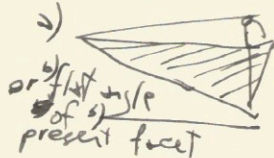
+

USE ARCH-POINTS AND CORNERS BEYOND THEM TO FIND SURFACE-POINT

FIND ANGLE THROUGH ARCH-POINT



AVERAGE THAT WITH OPPOSITE ANGLE



FIND HEIGHT TO THAT FROM VARIABLE-POINT (U, V or W)



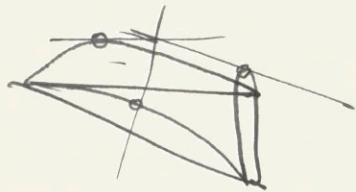
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+

FSM *

de

$$h = \frac{(1-u)^2 h_u + (1-v)^2 h_v + (1-w)^2 h_w}{3}$$



2710