

“Wrapping”

One of the extra credit options in the animator project is to implement “wrapping” so that the animation restarts smoothly when looping back to the beginning. This is useful if the animation is naturally periodic in its motion.

To do so, you need to create “phantom” control points that replicate the first and last ones, offsetting their t -coordinates by $-T$ and $+T$, respectively. For Catmull-Rom and B-spline curves, you’ll actually need to do this with the first two and last two control points, as illustrated below.

