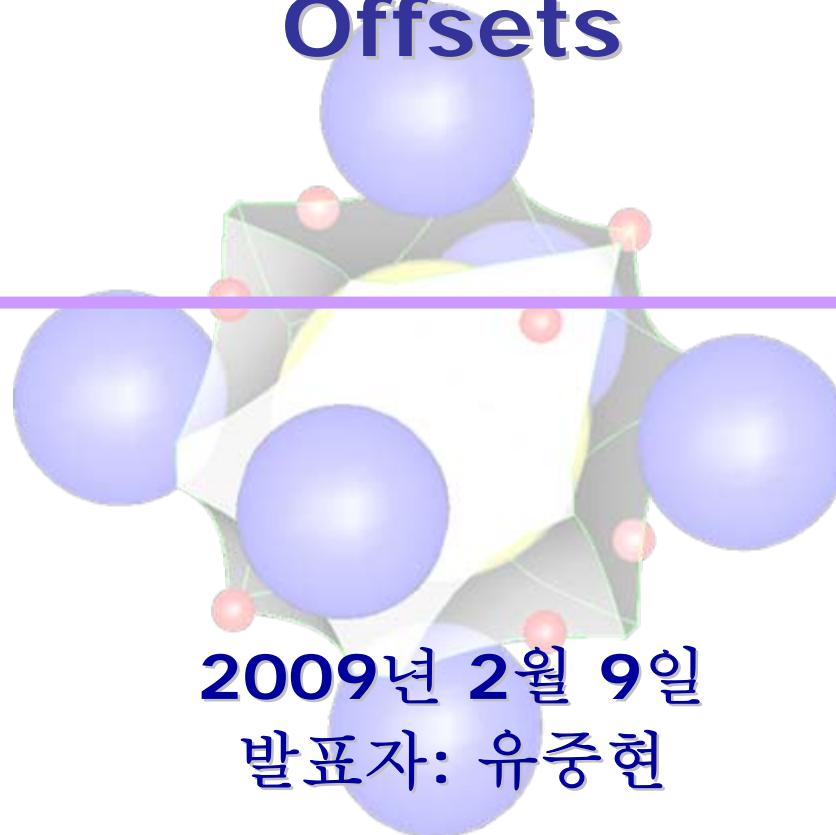
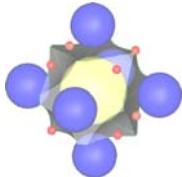


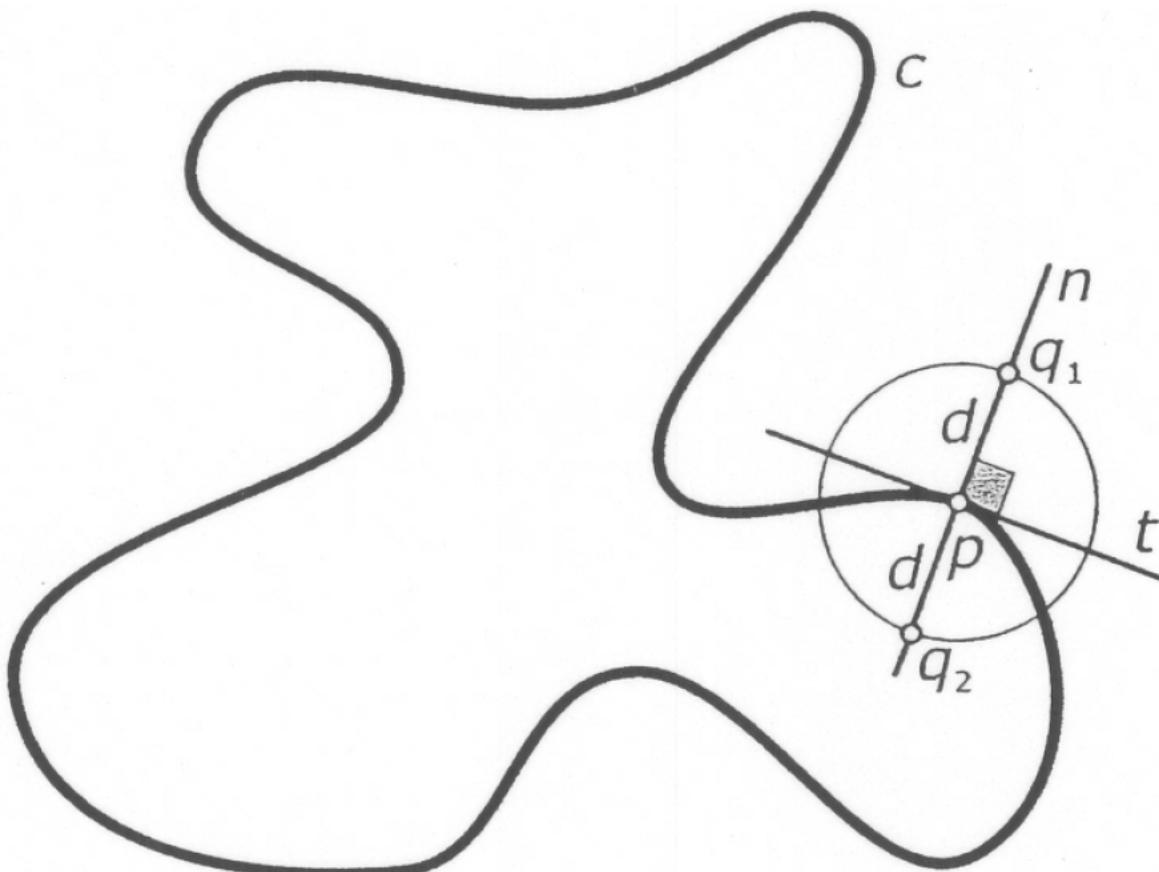
# Architectural geometry: Offsets





# Offset curve

- **Offset (curve)**
- **Parallel curve**

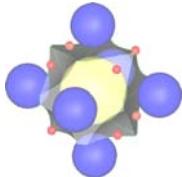


$$\mathbf{c}(t) = (x(t), y(t))$$

$$\mathbf{c}'(t) = (x'(t), y'(t))$$

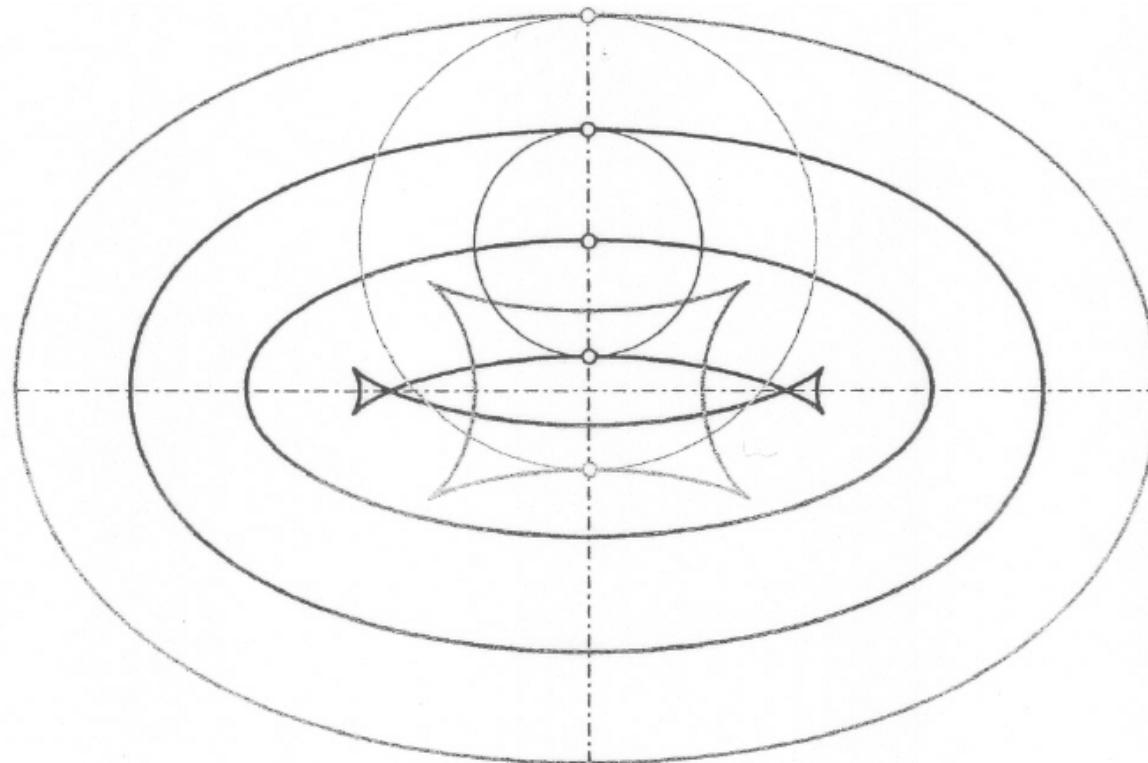
$$\mathbf{n}(t) = \frac{(-y'(t), x'(t))}{\sqrt{x'(t)^2 + y'(t)^2}}$$

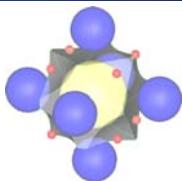
$$\mathbf{c}_d(t) = \mathbf{c}(t) \pm d \cdot \mathbf{n}(t)$$



# Offset curve

- The offset of a planar curve is not a same type.

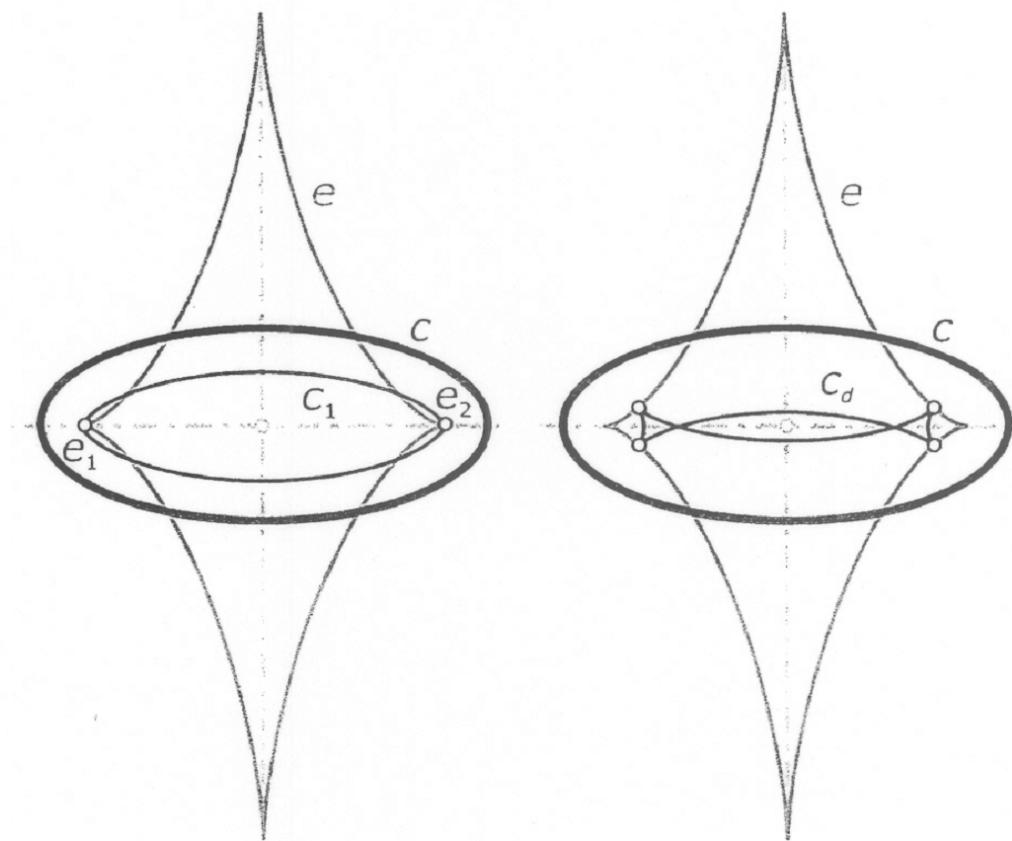
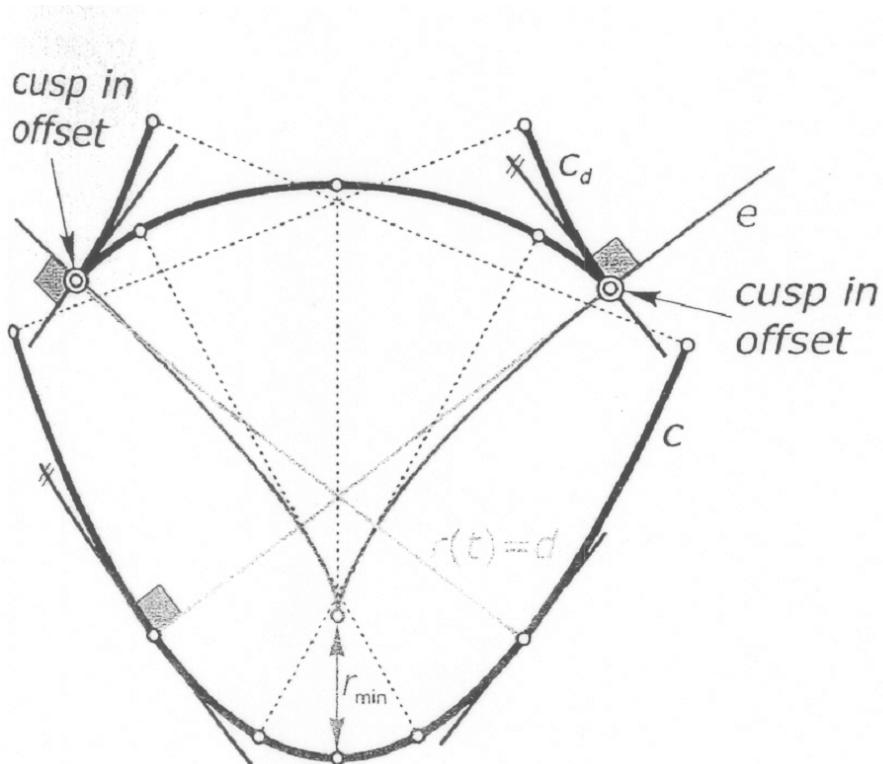




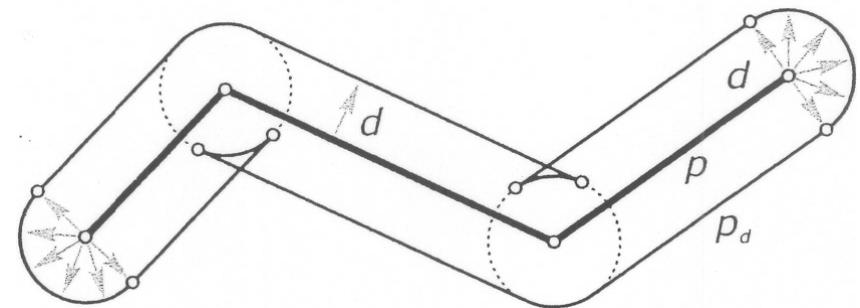
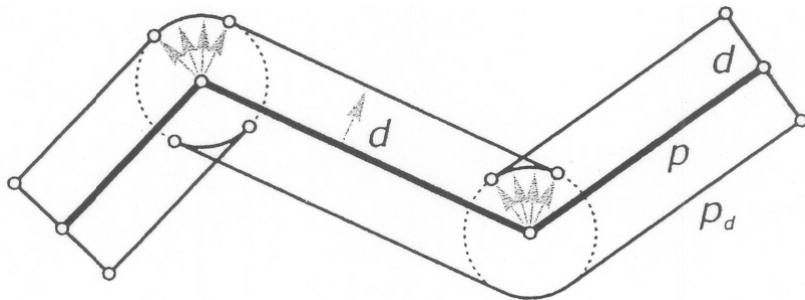
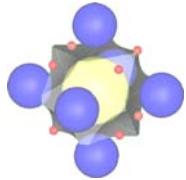
# Offset and evolute

$$\mathbf{e}(t) = \mathbf{c}(t) + 1/k(t) \cdot \mathbf{n}(t) \quad \mathbf{c}_d(t) = \mathbf{c}(t) \pm d \cdot \mathbf{n}(t)$$

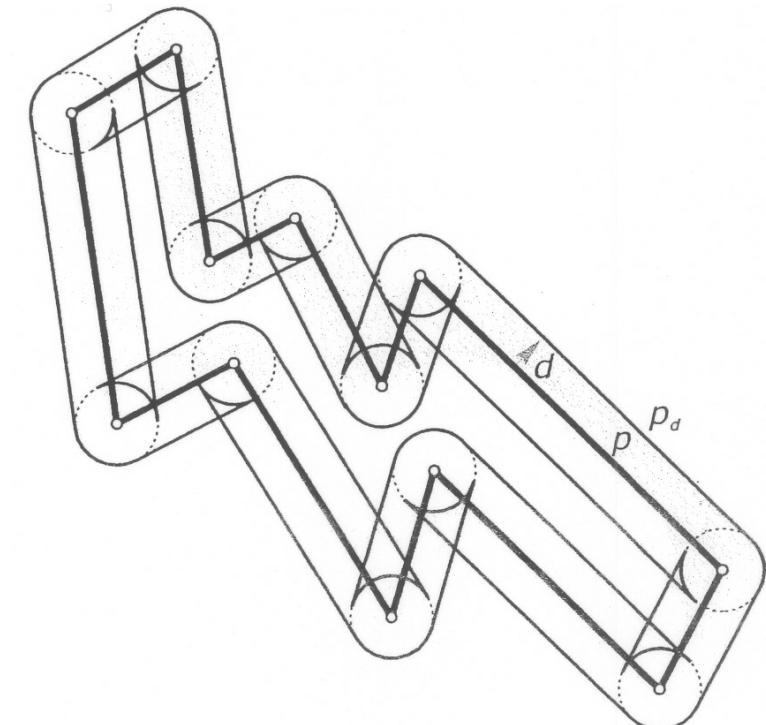
The cusps are those curve points  $c_d(t)$  where  $d = r(t)$

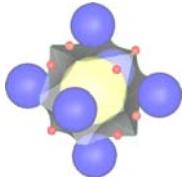


# Offsets of planar polygons



- Line segments
- Circular arcs





# Offset surfaces

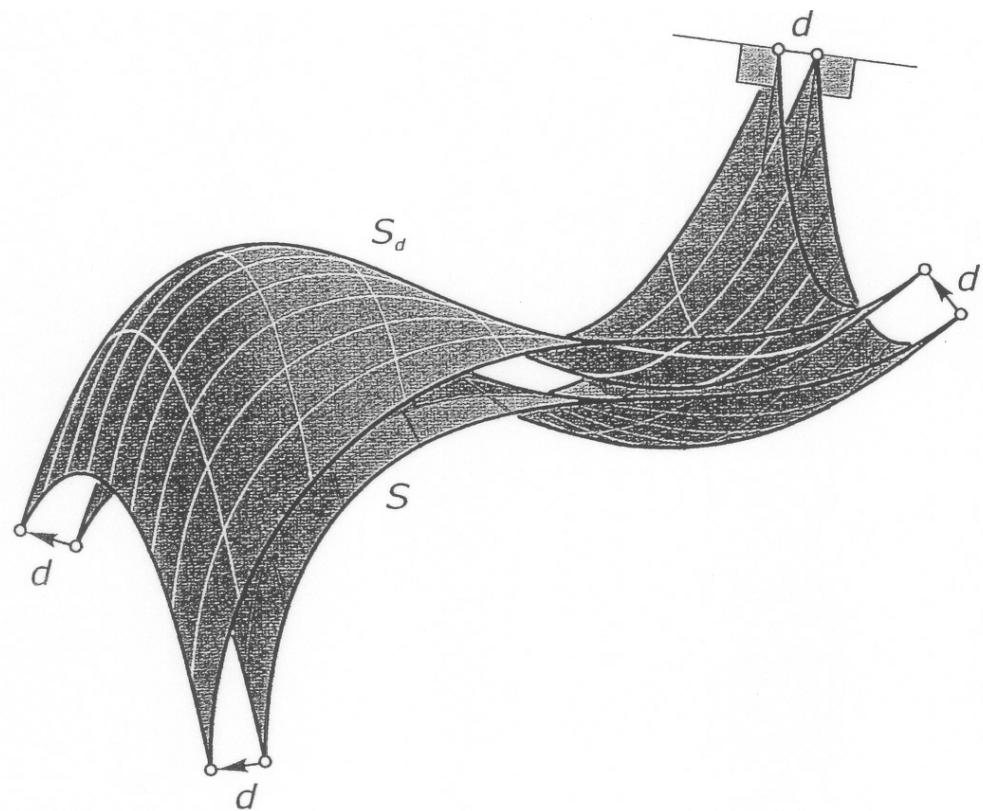
## ■ (Parallel surfaces)

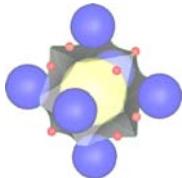
$$\mathbf{S}(u,v) = (x(u,v), y(u,v), z(u,v))$$

$$\mathbf{S}_d(u,v) = \mathbf{S}(u,v) \pm d \cdot \mathbf{n}(u,v)$$

## ■ Offset invariant surfaces

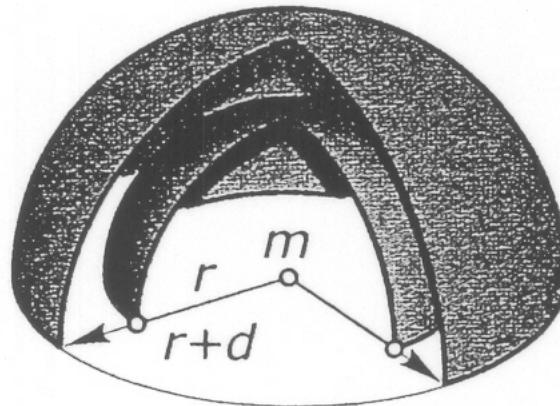
- Cylinders
- Rotational surfaces



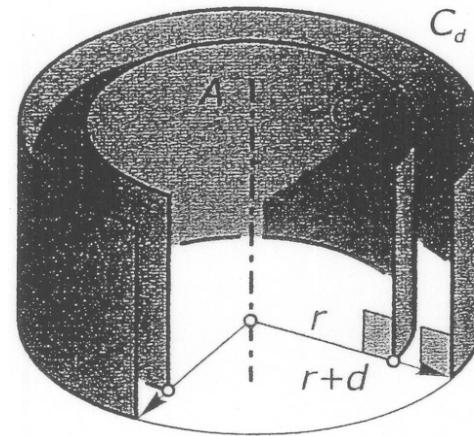


# Examples for offset surface

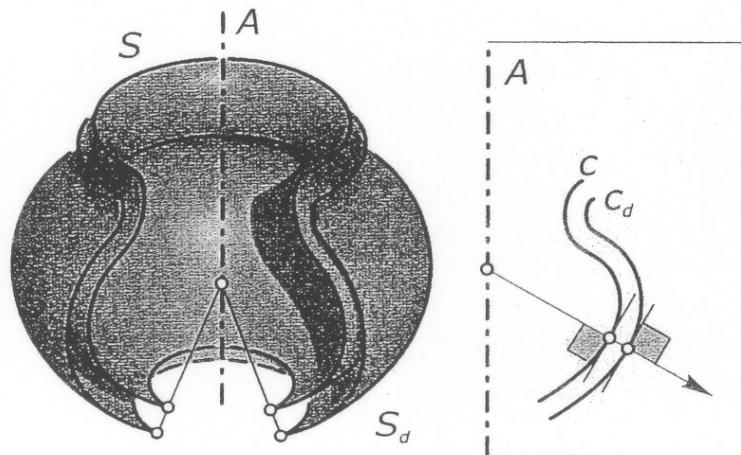
*concentric spheres*



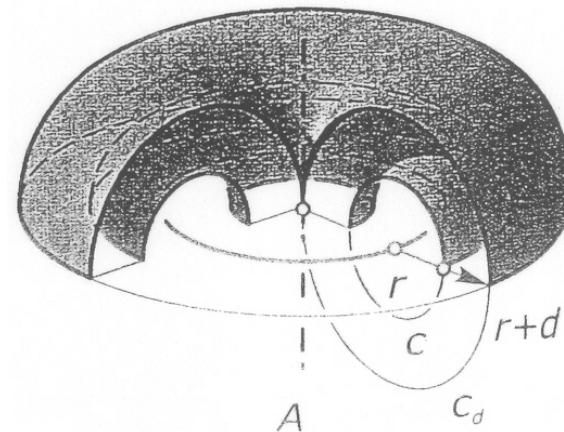
*coaxial rotational cylinders*



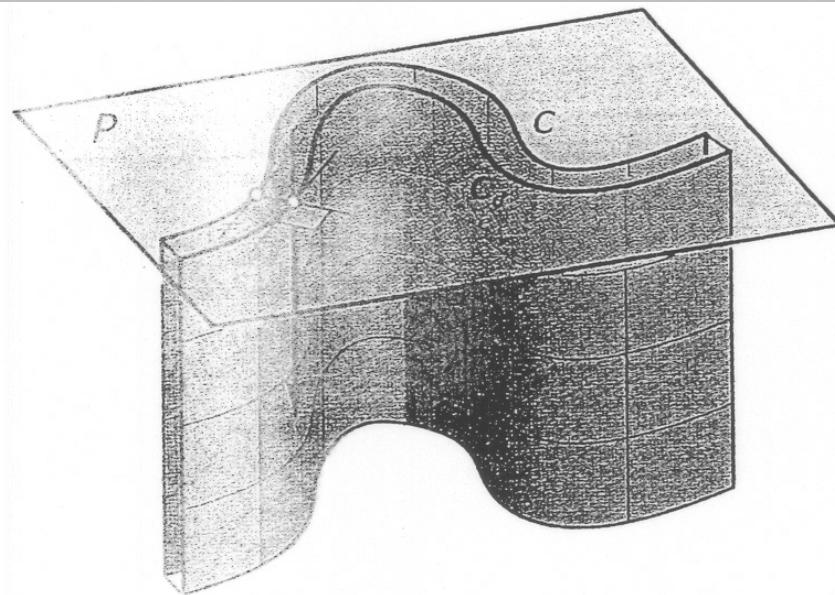
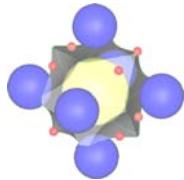
*coaxial rotational surfaces*



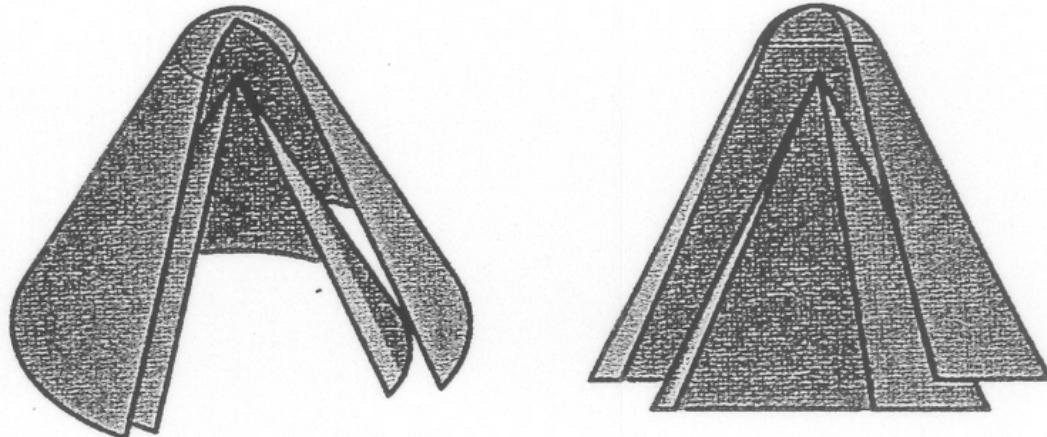
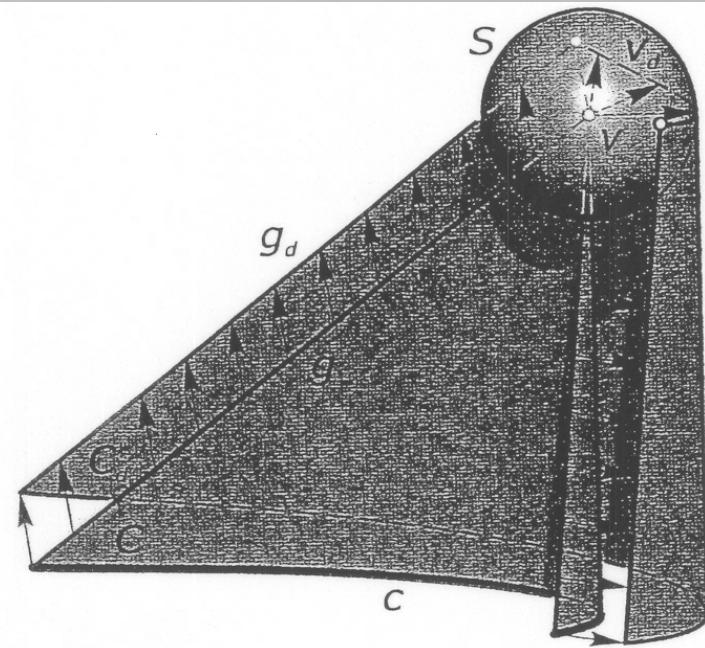
*tori*

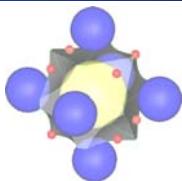


# Examples for offset surface

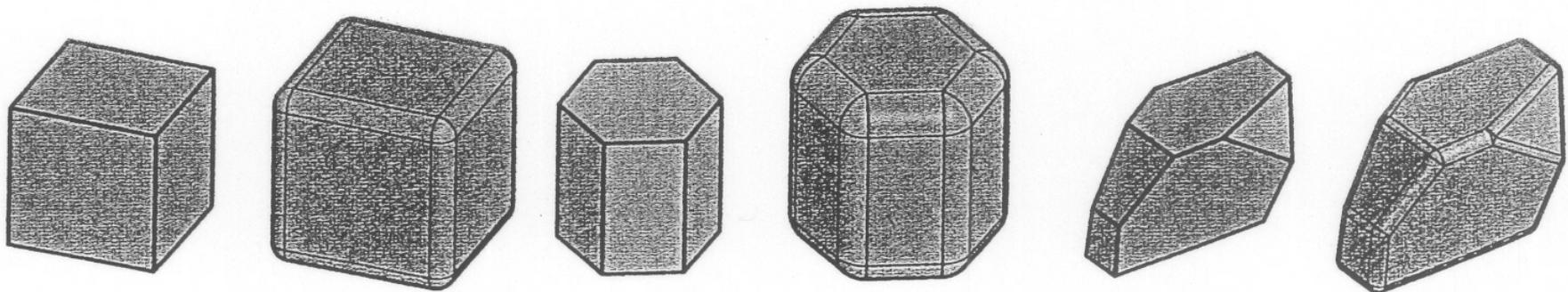
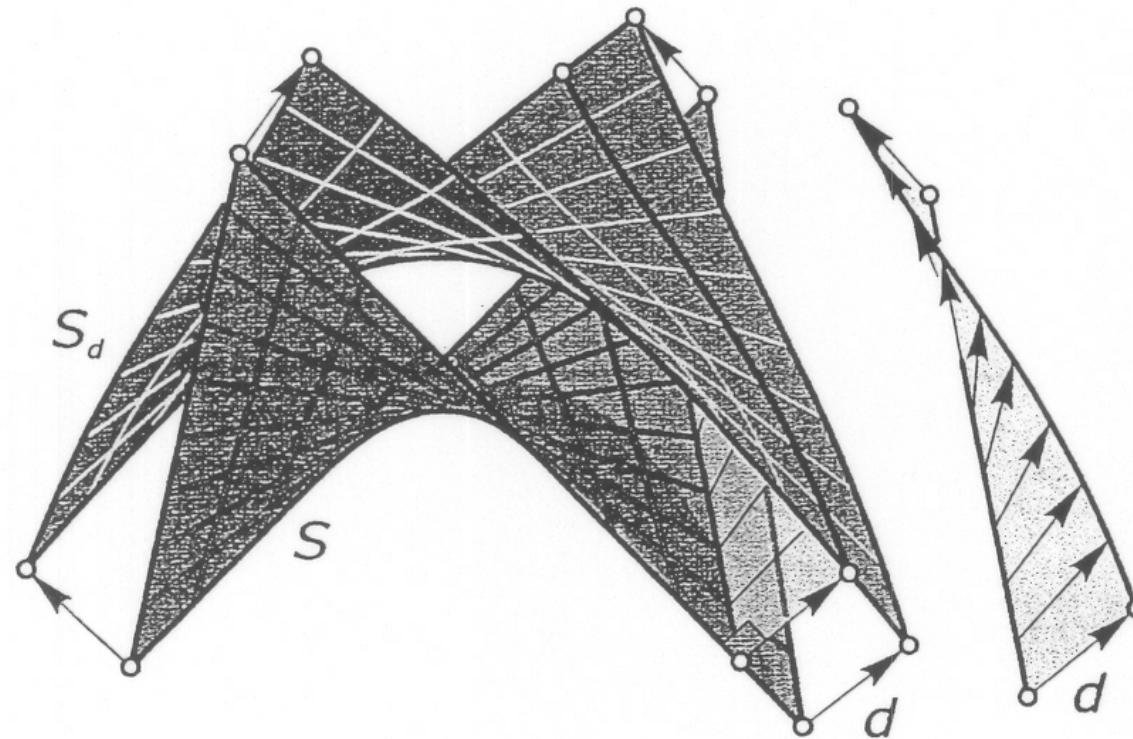


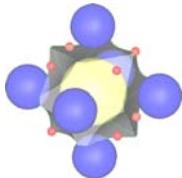
*offset of a rotational cone*





# Examples for offset surface

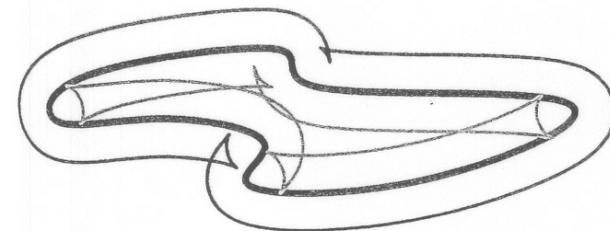




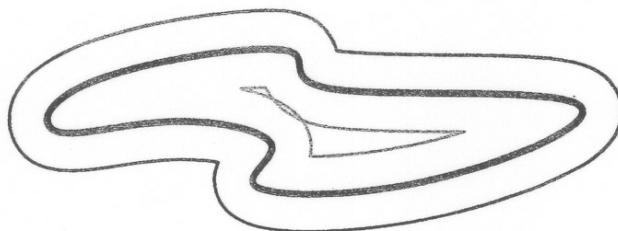
# Trimming of offsets

- Local trimming
- Global trimming

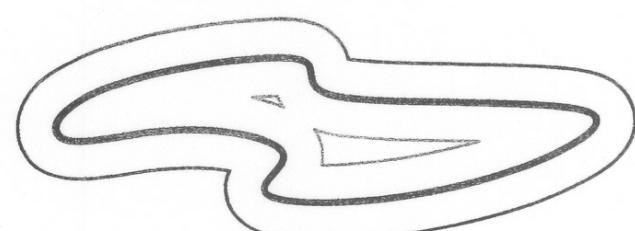
*offsets*



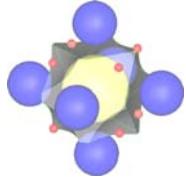
*offsets after local trimming*



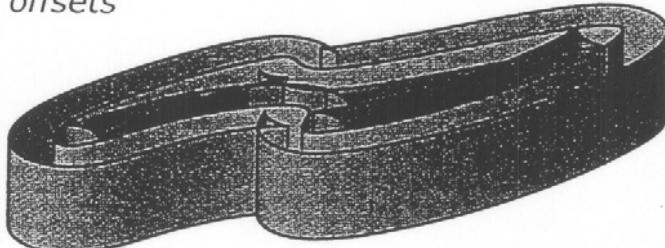
*offsets after global trimming*



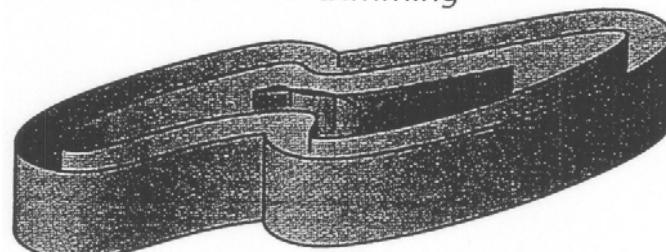
# Trimming of offsets



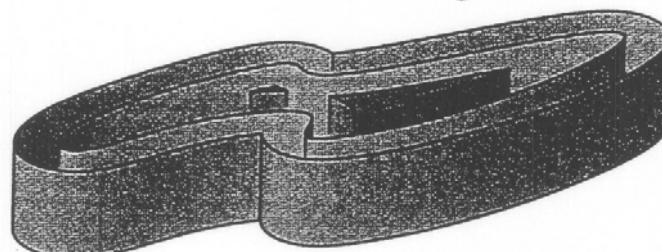
offsets



offsets after local trimming



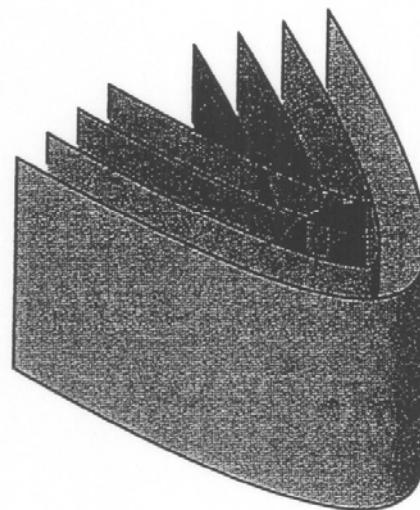
offsets after global trimming



offsets



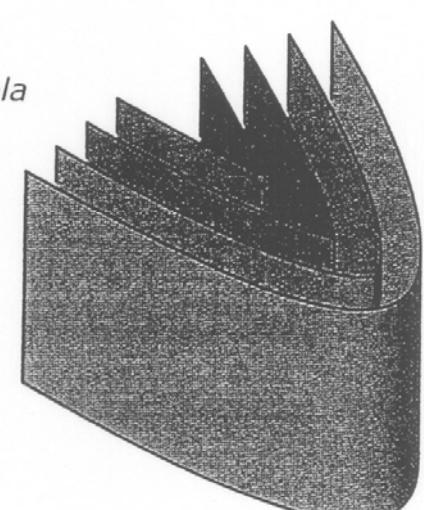
cylinder offsets



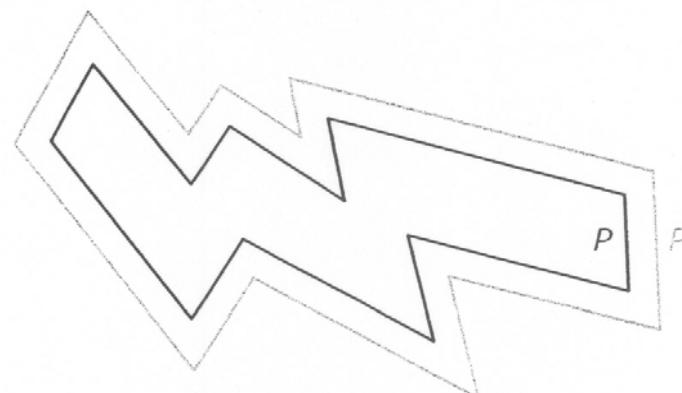
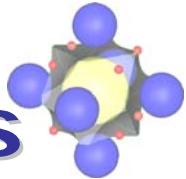
trimmed offsets



trimmed cylinder offsets



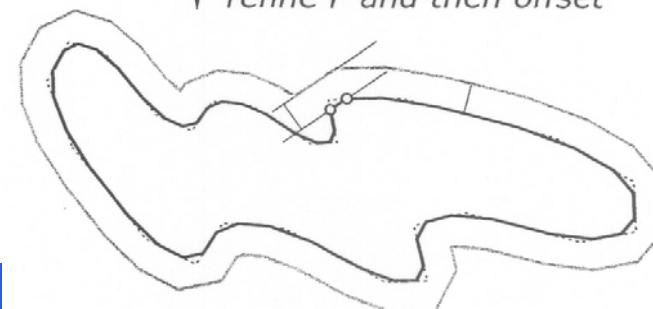
# Discrete offset of planar polygons



*refine  $P$  and then offset*

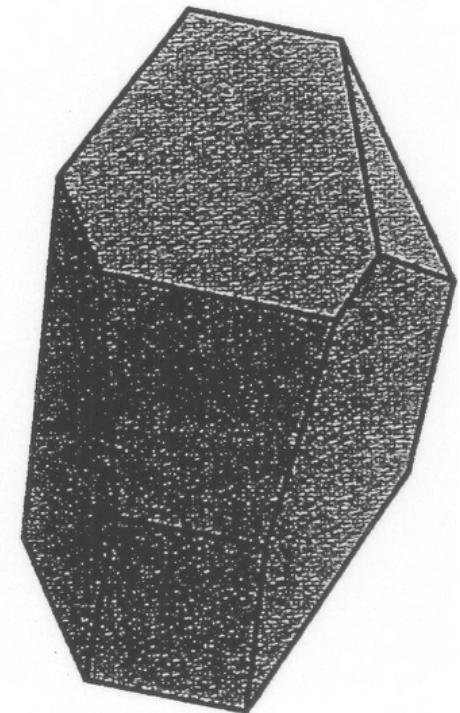
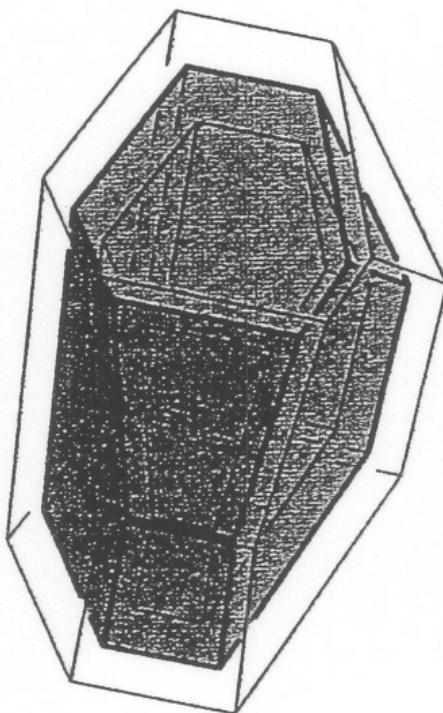
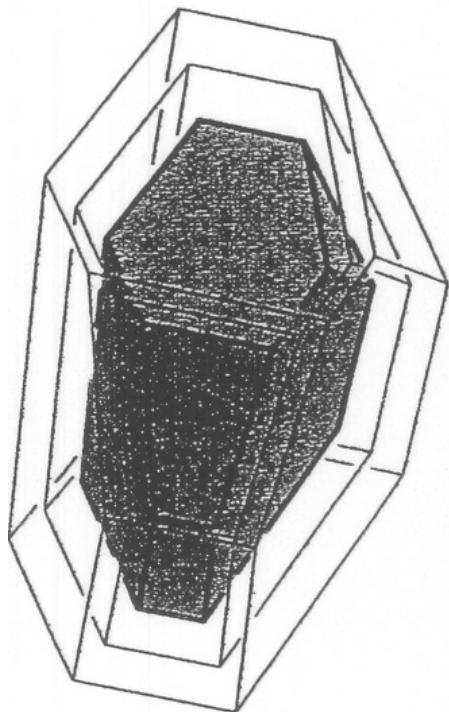


*refine  $P$  and then offset*

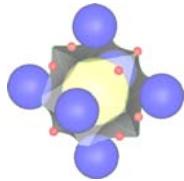




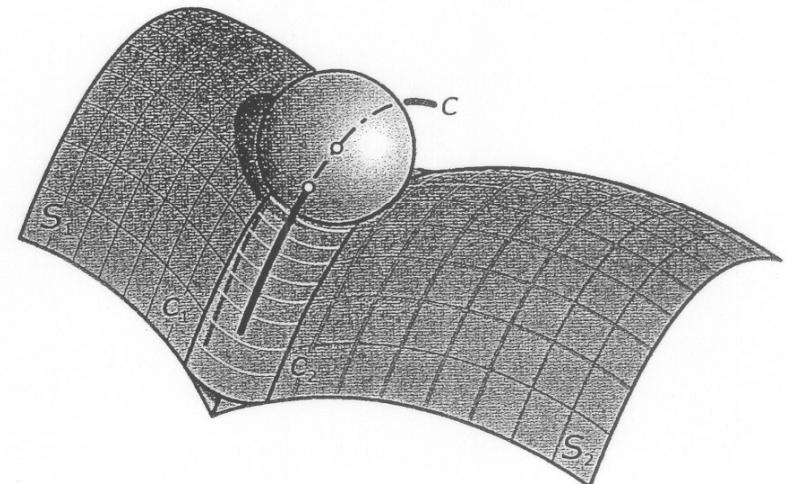
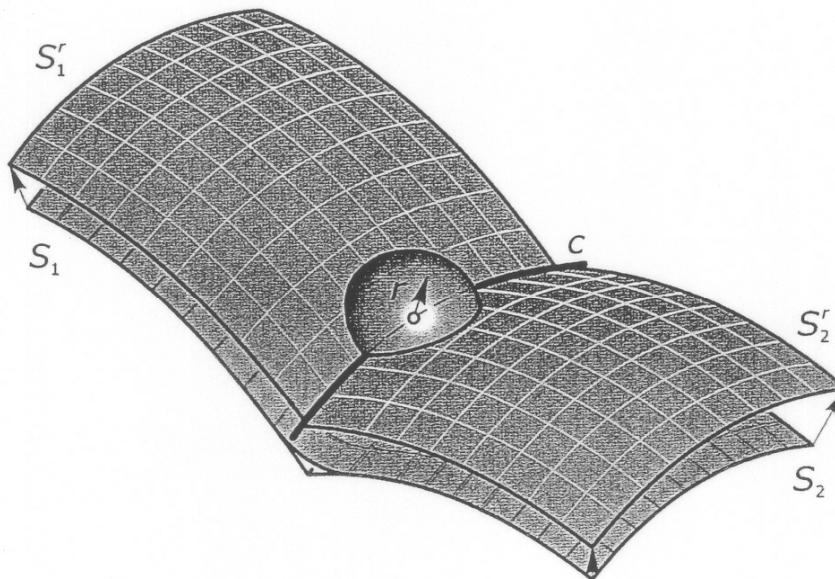
# Discrete offset of polyhedral surfaces



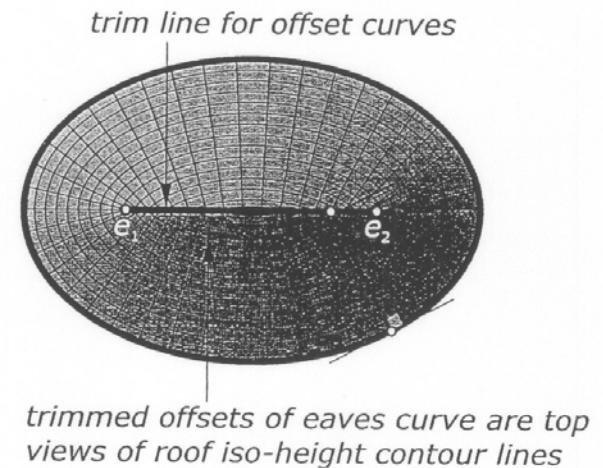
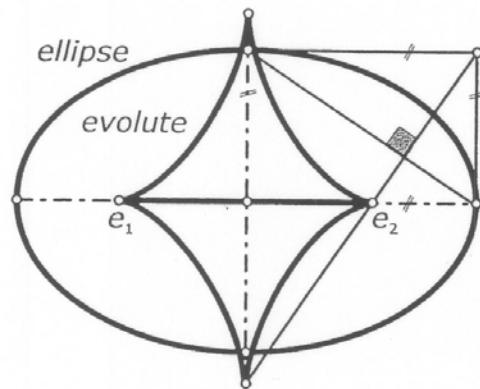
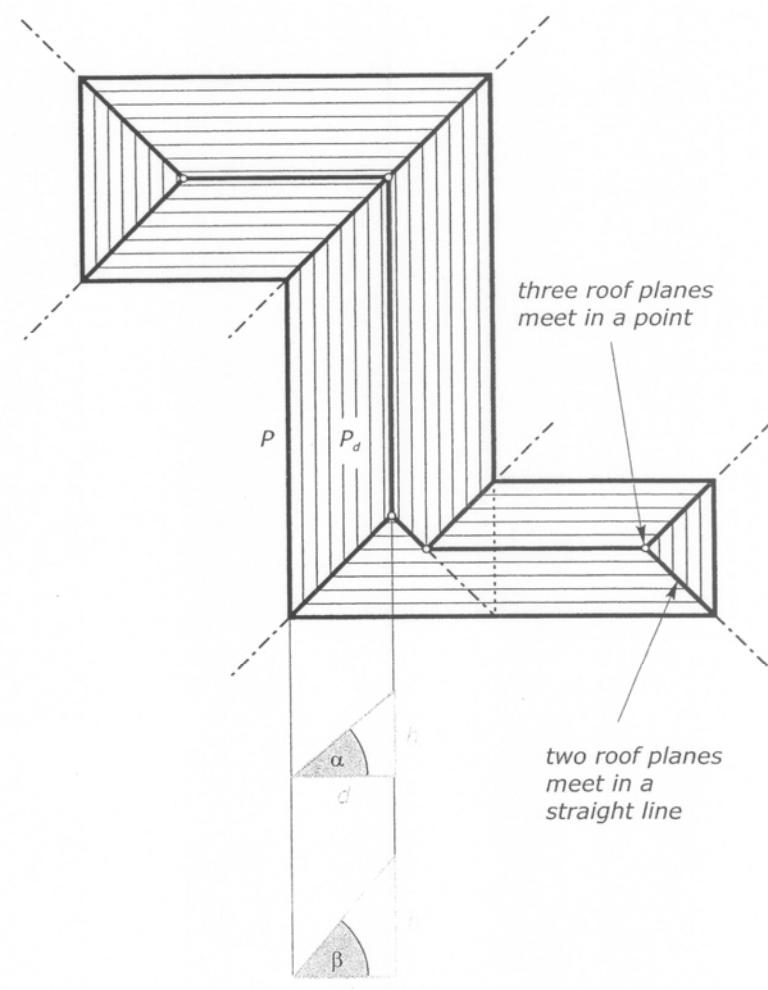
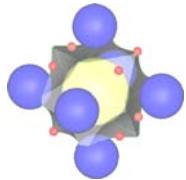
# Rolling ball blends



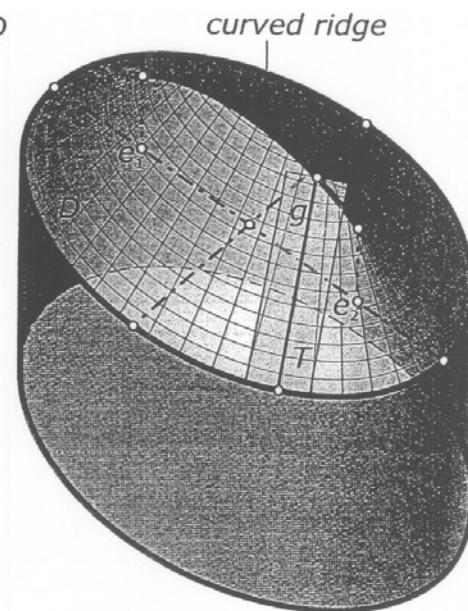
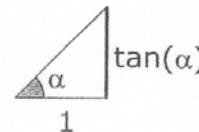
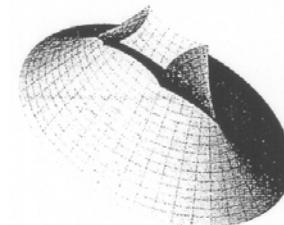
- The intersection between offset surfaces
- Piped surface defined by the central curve via the intersection

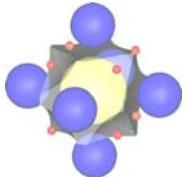


# Geometric roof design



untrimmed surface D





# Geometric roof design

