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# NURBS-Python Documentation

*Release 5.3.1*

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# INTRODUCTION

|          |   |           |
|----------|---|-----------|
| <b>1</b> | <b>Motivation</b>   | <b>3</b>  |
| 1.1      | References . . . . .                                      | 4         |
| 1.2      | Author . . . . .  | 4         |
| <b>2</b> | <b>Citing NURBS-Python</b>                                | <b>5</b>  |
| 2.1      | Article . . . . .   | 5         |
| 2.2      | BibTex . . . . .  | 5         |
| 2.3      | Licenses . . . . .  | 5         |
| <b>3</b> | <b>Questions and Answers</b>                              | <b>7</b>  |
| 3.1      | What is NURBS? . . . . .                                  | 7         |
| 3.2      | Why NURBS-Python? . . . . .                               | 7         |
| 3.3      | Why two packages on PyPI? . . . . .                       | 8         |
| 3.4      | Minimum Requirements . . . . .                            | 8         |
| 3.5      | Help and Support . . . . .                                | 8         |
| 3.6      | How can I add a new feature? . . . . .                    | 8         |
| 3.7      | Why doesn't NURBS-Python have XYZ feature? . . . . .      | 8         |
| 3.8      | Documentation references to the text books . . . . .      | 9         |
| 3.9      | Why doesn't NURBS-Python follow the algorithms? . . . . . | 9         |
| 3.10     | NURBS-Python API changes . . . . .                        | 9         |
| <b>4</b> | <b>Contributing</b>                                       | <b>11</b> |
| 4.1      | Bugs reports . . . . .                                    | 11        |
| 4.2      | Pull requests . . . . .                                   | 11        |
| 4.3      | Feature requests . . . . .                                | 11        |
| 4.4      | Questions and comments . . . . .                          | 11        |
| <b>5</b> | <b>Installation and Testing</b>                           | <b>13</b> |
| 5.1      | Install via Pip . . . . .                                 | 13        |
| 5.2      | Install via Conda . . . . .                               | 13        |
| 5.3      | Manual Install . . . . .                                  | 14        |
| 5.4      | Development Mode . . . . .                                | 14        |
| 5.5      | Checking Installation . . . . .                           | 14        |
| 5.6      | Testing . . . . .   | 14        |
| 5.7      | Compile with Cython . . . . .                             | 15        |
| 5.8      | Docker Containers . . . . .                               | 15        |
| <b>6</b> | <b>Basics</b>   | <b>17</b> |
| 6.1      | Working with the curves . . . . .                         | 17        |
| 6.2      | Working with the surfaces . . . . .                       | 22        |
| 6.3      | Working with the volumes . . . . .                        | 22        |

|           |  |            |
|-----------|--|------------|
| <b>7</b>  | <b>Examples Repository</b>                       | <b>23</b>  |
| <b>8</b>  | <b>Loading and Saving Data</b>                   | <b>25</b>  |
| <b>9</b>  | <b>Supported File Formats</b>                    | <b>27</b>  |
| 9.1       | Text Files . . . . .                             | 27         |
| 9.2       | Comma-Separated (CSV) . . . . .                  | 30         |
| 9.3       | OBJ Format . . . . .                             | 30         |
| 9.4       | STL Format . . . . .                             | 31         |
| 9.5       | Object File Format (OFF) . . . . .               | 31         |
| 9.6       | Custom Formats (libconfig, YAML, JSON) . . . . . | 31         |
| 9.7       | Using Templates . . . . .                        | 36         |
| <b>10</b> | <b>Compatibility</b>                             | <b>37</b>  |
| <b>11</b> | <b>Surface Generator</b>                         | <b>39</b>  |
| <b>12</b> | <b>Knot Refinement</b>                           | <b>41</b>  |
| <b>13</b> | <b>Curve &amp; Surface Fitting</b>               | <b>49</b>  |
| 13.1      | Interpolation . . . . .                          | 49         |
| 13.2      | Approximation . . . . .                          | 49         |
| <b>14</b> | <b>Visualization</b>                             | <b>55</b>  |
| 14.1      | Examples . . . . .                               | 55         |
| <b>15</b> | <b>Splitting and Decomposition</b>               | <b>65</b>  |
| 15.1      | Splitting . . . . .                              | 65         |
| 15.2      | Bézier Decomposition . . . . .                   | 69         |
| <b>16</b> | <b>Exporting Plots as Image Files</b>            | <b>75</b>  |
| <b>17</b> | <b>Core Modules</b>                              | <b>77</b>  |
| 17.1      | User API . . . . .                               | 77         |
| 17.2      | Geometry Generators . . . . .                    | 218        |
| 17.3      | Advanced API . . . . .                           | 228        |
| <b>18</b> | <b>Visualization Modules</b>                     | <b>315</b> |
| 18.1      | Visualization Base . . . . .                     | 315        |
| 18.2      | Matplotlib Implementation . . . . .              | 315        |
| 18.3      | Plotly Implementation . . . . .                  | 325        |
| 18.4      | VTK Implementation . . . . .                     | 325        |
| <b>19</b> | <b>Command-line Application</b>                  | <b>331</b> |
| 19.1      | Installation . . . . .                           | 331        |
| 19.2      | Documentation . . . . .                          | 331        |
| 19.3      | References . . . . .                             | 331        |
| <b>20</b> | <b>Shapes Module</b>                             | <b>333</b> |
| 20.1      | Installation . . . . .                           | 333        |
| 20.2      | Documentation . . . . .                          | 333        |
| 20.3      | References . . . . .                             | 333        |
| <b>21</b> | <b>Rhino Importer/Exporter</b>                   | <b>335</b> |
| 21.1      | Use Cases . . . . .                              | 335        |
| 21.2      | Installation . . . . .                           | 335        |

|           |                             |            |
|-----------|-----------------------------|------------|
| 21.3      | Using with geomdl . . . . . | 335        |
| 21.4      | References . . . . .        | 336        |
| <b>22</b> | <b>ACIS Importer</b>        | <b>337</b> |
| 22.1      | Use Cases . . . . .         | 337        |
| 22.2      | Installation . . . . .      | 337        |
| 22.3      | Using with geomdl . . . . . | 337        |
| 22.4      | References . . . . .        | 338        |
|           | <b>Python Module Index</b>  | <b>339</b> |
|           | <b>Index</b>                | <b>341</b> |



Welcome to the **NURBS-Python (geomdl) v5.x** documentation!

NURBS-Python (geomdl) is a cross-platform (pure Python), object-oriented B-Spline and NURBS library. It is compatible with Python versions 2.7.x, 3.4.x and later. It supports rational and non-rational curves, surfaces and volumes.

NURBS-Python (geomdl) provides easy-to-use data structures for storing geometry descriptions in addition to the fundamental and advanced evaluation algorithms.

This documentation is organized into a couple sections:

- *Introduction*
- *Using the Library*
- *Modules*





## MOTIVATION

NURBS-Python (`geomdl`) is a self-contained, object-oriented pure Python B-Spline and NURBS library with implementations of curve, surface and volume generation and evaluation algorithms. It also provides convenient and easy-to-use data structures for storing curve, surface and volume descriptions.

Some significant features of NURBS-Python (`geomdl`):

- Self-contained, object-oriented, extensible and highly customizable API
- Convenient data structures for storing curve, surface and volume descriptions
- Surface and curve fitting with interpolation and least squares approximation
- Knot vector and surface grid generators
- Support for common geometric algorithms: tessellation, voxelization, ray intersection, etc.
- Construct surfaces and volumes, extract isosurfaces via `construct` module
- Customizable visualization and animation options with Matplotlib, Plotly and VTK modules
- Import geometry data from common CAD formats, such as 3DM and SAT.
- Export geometry data into common CAD formats, such as 3DM, STL, OBJ and VTK
- Support importing/exporting in JSON, YAML and `libconfig` formats
- `Jinja2` support for file imports
- Pure Python, no external C/C++ or FORTRAN library dependencies
- Python compatibility: 2.7.x, 3.4.x and later
- For higher performance, optional *Compile with Cython* options are also available
- Easy to install via `pip` or `conda`
- `Docker` images are available
- `geomdl-shapes` module for generating common spline and analytic geometries
- `geomdl-cli` module for using the library from the command line

NURBS-Python (`geomdl`) contains the following fundamental geometric algorithms:

- Point evaluation
- Derivative evaluation
- Knot insertion
- Knot removal
- Knot vector refinement

- Degree elevation
- Degree reduction

## 1.1 References

- Leslie Piegl and Wayne Tiller. The NURBS Book. Springer Science & Business Media, 2012.
- David F. Rogers. An Introduction to NURBS: With Historical Perspective. Academic Press, 2001.
- Elaine Cohen et al. Geometric Modeling with Splines: An Introduction. CRC Press, 2001.
- Mark de Berg et al. Computational Geometry: Algorithms and Applications. Springer-Verlag TELOS, 2008.
- John F. Hughes et al. Computer Graphics: Principles and Practice. Pearson Education, 2014.
- Fletcher Dunn and Ian Parberry. 3D Math Primer for Graphics and Game Development. CRC Press, 2015.
- Erwin Kreyszig. Advanced Engineering Mathematics. John Wiley & Sons, 2010.
- Erich Gamma et al. Design Patterns: Elements of Reusable Object-Oriented Software. Addison-Wesley, 1994.

## 1.2 Author

- Onur R. Bingol (@orbingol)

## CITING NURBS-PYTHON

### 2.1 Article

We have published an article outlining the design and features of NURBS-Python (geomdl) on an open-access Elsevier journal *SoftwareX* in the January-June 2019 issue.

Please refer to the following DOI link to access the article: <https://doi.org/10.1016/j.softx.2018.12.005>

### 2.2 BibTex

You can use the following BibTeX entry to cite the NURBS-Python paper:

```
@article{bingol2019geomdl,  
  title={{NURBS-Python}: An open-source object-oriented {NURBS} modeling framework in  
  ↳ {Python}},  
  author={Bingol, Onur Rauf and Krishnamurthy, Adarsh},  
  journal={{SoftwareX}},  
  volume={9},  
  pages={85--94},  
  year={2019},  
  publisher={Elsevier}  
}
```

### 2.3 Licenses

- Source code is released under the terms of the MIT License
- Examples are released under the terms of the MIT License
- Documentation is released under the terms of CC BY 4.0



## QUESTIONS AND ANSWERS

### 3.1 What is NURBS?

NURBS is an acronym for *Non-Uniform Rational Basis Spline* and it represents a mathematical model for generation of geometric shapes in a flexible way. It is a well-accepted industry standard and used as a basis for nearly all of the 3-dimensional modeling and CAD/CAM software packages as well as modeling and visualization frameworks.

Although the mathematical theory of behind the splines dates back to early 1900s, the spline theory in the way we know is coined by [Isaac \(Iso\) Schoenberg](#) and developed further by various researchers around the world.

The following books are recommended for individuals who prefer to investigate the technical details of NURBS:

- [A Practical Guide to Splines](#)
- [The NURBS Book](#)
- [Geometric Modeling with Splines: An Introduction](#)

### 3.2 Why NURBS-Python?

NURBS-Python started as a final project for *ME 625 Surface Modeling* course offered in 2016 Spring semester at Iowa State University. The main purpose of the project was development of a free and open-source, object-oriented, pure Python NURBS library and releasing it on the public domain. As an added challenge to the project, everything was developed using Python Standard Library but no other external modules.

In years, NURBS-Python has grown up to a self-contained and extensible general-purpose pure Python spline library with support for various computational geometry and linear algebra algorithms. Apart from the computational side, user experience was also improved by introduction of visualization and CAD exchange modules.

NURBS-Python is a user-friendly library, regardless of the mathematical complexity of the splines. To give a head start, it comes with 40+ examples for various use cases. It also provides several extension modules for

- Using the library directly from the command-line
- Generating common spline shapes
- Rhino .3dm file import/export support
- ACIS .sat file import support

Moreover, NURBS-Python and its extensions are free and open-source projects distributed under the MIT license.

NURBS-Python is **not** *an another NURBS library* but it is mostly considered as one of its kind. Please see the [Motivation](#) page for more details.

### 3.3 Why two packages on PyPI?

Prior to NURBS-Python v4.0.0, the PyPI project name was [NURBS-Python](#). The latest version of this package is v3.9.0 which is an alias for the [geomdl](#) package. To get the latest features and bug fixes, please use [geomdl](#) package and update whenever a new version is released. The simplest way to check if you are using the latest version is

```
$ pip list --outdated
```

### 3.4 Minimum Requirements

NURBS-Python ([geomdl](#)) is tested with Python versions 2.7.x, 3.4.x and higher.

### 3.5 Help and Support

Please join the [email list](#) on Google Groups. It is open for NURBS-Python users to ask questions, request new features and submit any other comments you may have.

Alternatively, you may send an email to [nurbs-python@googlegroups.com](mailto:nurbs-python@googlegroups.com).

### 3.6 How can I add a new feature?

The library is designed to be extensible in mind. It provides a set of *abstract classes* for creating new geometry types. All classes use *evaluators* which contain the evaluation algorithms. Evaluator classes can be extended for new type of algorithms. Please refer to [BSpline](#) and [NURBS](#) modules for implementation examples. It would be also a good idea to refer to the constructors of the abstract classes for more details.

### 3.7 Why doesn't NURBS-Python have XYZ feature?

NURBS-Python tries to keep the geometric operations on the parametric space without any conversion to other representations. This approach makes some operations and queries hard to implement. Keeping NURBS-Python independent of libraries that require compilation caused including implementations some well-known geometric queries and computations, as well as a simple linear algebra module. However, **the main purpose is providing a base for NURBS data and fundamental operations while keeping the external dependencies at minimum**. It is users' choice to extend the library and add new more advanced features (e.g. intersection computations) or capabilities (e.g. a new file format import/export support).

All advanced features should be packaged separately. If you are developing a feature to replace an existing feature, it might be a good idea to package it separately.

NURBS-Python may seem to keep very high standards by means of accepting contributions. For instance, if you implement a feature applicable to curves but not surfaces and volumes, such a pull request won't be accepted till you add that feature to surfaces and volumes. Similarly, if you change a single module and/or the function you use most frequently, but that change is affecting the library as a whole, your pull request will be put on hold.

If you are not interested in such level of contributions, it is suggested to create a separate module and add [geomdl](#) as its dependency. If you create a module which uses [geomdl](#), please let the developers know via emailing [nurbs-python@googlegroups.com](mailto:nurbs-python@googlegroups.com) and you may be credited as a contributor.

## 3.8 Documentation references to the text books

NURBS-Python contains implementations of several algorithms and equations from the references stated in the *Introduction* section. Please be aware that there is always a difference between an algorithm and an implementation. Depending on the function/method documentation you are looking, it might be an implementation of an algorithm, an equation, a set of equations or the concept/the idea discussed in the given page range.

## 3.9 Why doesn't NURBS-Python follow the algorithms?

Actually, NURBS-Python does follow the algorithms pretty much all the time. However, as stated above, the implementation that you are looking at might not belong to an algorithm, but an equation or a concept.

## 3.10 NURBS-Python API changes

Please refer to [CHANGELOG](#) file for details.





## CONTRIBUTING

### 4.1 Bugs reports

You are encouraged to use the **Bug Reporting Template** on the [issue tracker](#) for reporting bugs. Please fill all required fields and be clear as much as possible. You may attach scripts and sample data to the ticket.

All bug reports must be reproducible. Tickets with missing or unclear information may be ignored.

Please email the author if you have any questions about bug reporting.

### 4.2 Pull requests

Before working on a pull request, please contact the author or open a ticket on the [issue tracker](#) to discuss the details. Otherwise, your pull requests may be ignored.

### 4.3 Feature requests

Please email the author for feature requests with the details of your feature request.

### 4.4 Questions and comments

Using [nurbs-python@googlegroups.com](mailto:nurbs-python@googlegroups.com) is strongly encouraged for questions and comments.



## INSTALLATION AND TESTING

**Installation via pip or conda is the recommended method for all users.** Manual method is only recommended for advanced users. Please note that if you have used any of these methods to install NURBS-Python, please use the same method to upgrade to the latest version.

---

**Note:** On some Linux and MacOS systems, you may encounter 2 different versions of Python installed. In that case Python 2.x package would use `python2` and `pip2`, whereas Python 3.x package would use `python3` and `pip3`. The default `python` and `pip` commands could be linked to one of those. Please check your installed Python version via `python -V` to make sure that you are using the correct Python package.

---

### 5.1 Install via Pip

The easiest method to install/upgrade NURBS-Python is using [pip](#). The following commands will download and install NURBS-Python from [Python Package Index](#).

```
$ pip install --user geomdl
```

Upgrading to the latest version:

```
$ pip install geomdl --upgrade
```

Installing a specific version:

```
$ pip install --user geomdl==5.0.0
```

### 5.2 Install via Conda

NURBS-Python can also be installed/upgraded via [conda](#) package manager from the [Anaconda Cloud](#) repository.

Installing:

```
$ conda install -c orbingol geomdl
```

Upgrading to the latest version:

```
$ conda upgrade -c orbingol geomdl
```

If you are experiencing problems with this method, you can try to upgrade conda package itself before installing the NURBS-Python library.

## 5.3 Manual Install

The initial step of the manual install is cloning the repository via `git` or downloading the ZIP archive from the [repository page](#) on GitHub. The package includes a `setup.py` script which will take care of the installation and automatically copy/link the required files to your Python distribution's `site-packages` directory.

The most convenient method to install NURBS-Python manually is using `pip`:

```
$ pip install --user .
```

To upgrade, please pull the latest commits from the repository via `git pull --rebase` and then execute the above command.

## 5.4 Development Mode

The following command enables development mode by creating a link from the directory where you cloned NURBS-Python repository to your Python distribution's `site-packages` directory:

```
$ pip install --user -e .
```

Since this command only generates a link to the library directory, pulling the latest commits from the repository would be enough to update the library to the latest version.

## 5.5 Checking Installation

If you would like to check if you have installed the package correctly, you may try to print `geomdl.__version__` variable after import. The following example illustrates installation check on a Windows PowerShell instance:

```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

PS C:\> python
Python 3.6.2 (v3.6.2:5fd33b5, Jul 8 2017, 04:57:36) [MSC v.1900 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> import geomdl
>>> geomdl.__version__
'4.0.2'
>>>
```

## 5.6 Testing

The package includes `tests/` directory which contains all the automated testing scripts. These scripts require `pytest` installed on your Python distribution. Then, you can execute the following from your favorite IDE or from the command line:

```
$ pytest
```

`pytest` will automatically find the tests under `tests/` directory, execute them and show the results.

## 5.7 Compile with Cython

To improve performance, the *Core Library* of NURBS-Python can be compiled and installed using the following command along with the pure Python version.

```
$ pip install --user . --install-option="--use-cython"
```

This command will generate .c files (i.e. cythonization) and compile the .c files into binary Python modules.

The following command can be used to directly compile and install from the existing .c files, skipping the cythonization step:

```
$ pip install --user . --install-option="--use-source"
```

To update the compiled module with the latest changes, you need to re-cythonize the code.

To enable Cython-compiled module in development mode;

```
$ python setup.py build_ext --use-cython --inplace
```

After the successful execution of the command, the you can import and use the compiled library as follows:

```
1 # Importing NURBS module
2 from geomdl.core import NURBS
3 # Importing visualization module
4 from geomdl.visualization import VisMPL as vis
5
6 # Creating a curve instance
7 crv = NURBS.Curve()
8
9 # Make a quadratic curve
10 crv.degree = 2
11
12 #####
13 # Skipping control points and knot vector assignments #
14 #####
15
16 # Set the visualization component and render the curve
17 crv.vis = vis.VisCurve3D()
18 crv.render()
```

Before Cython compilation, please make sure that you have [Cython](#) module and a valid compiler installed for your operating system.

## 5.8 Docker Containers

A collection of Docker containers is provided on [Docker Hub](#) containing NURBS-Python, Cython-compiled core and the [command-line application](#). To get started, first install [Docker](#) and then run the following on the Docker command prompt to pull the image prepared with Python v3.5:

```
$ docker pull idealabisu/nurbs-python:py35
```

On the [Docker Repository](#) page, you can find containers tagged for Python versions and [Debian](#) (no suffix) and [Alpine Linux](#) (-alpine suffix) operating systems. Please change the tag of the pull command above for downloading your preferred image.

After pulling your preferred image, run the following command:

```
$ docker run --rm -it --name geomdl -p 8000:8000 idealabisu/nurbs-python:py35
```

In all images, Matplotlib is set to use webagg backend by default. Please follow the instructions on the command line to view your figures.

Please refer to the [Docker documentation](#) for details on using Docker.

## BASICS

In order to generate a spline shape with NURBS-Python, you need 3 components:

- degree
- knot vector
- control points

The number of components depend on the parametric dimensionality of the shape regardless of the spatial dimensionality.

- **curve** is parametrically 1-dimensional (or 1-manifold)
- **surface** is parametrically 2-dimensional (or 2-manifold)
- **volume** is parametrically 3-dimensional (or 3-manifold)

Parametric dimensions are defined by u, v, w and spatial dimensions are defined by x, y, z.

### 6.1 Working with the curves

In this section, we will cover the basics of spline curve generation using NURBS-Python. The following code snippet is an example to a 3-dimensional curve.

```
1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]
```

As described in the introduction text, we set the 3 required components to generate a 3-dimensional spline curve.

### 6.1.1 Evaluating the curve points

The code snippet is updated to retrieve evaluated curve points.

```
1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]
14
15 # Get curve points
16 points = crv.evalpts
17
18 # Do something with the evaluated points
19 for pt in points:
20     print(pt)
```

evalpts property will automatically call evaluate() function.

### 6.1.2 Getting the curve point at a specific parameter

evaluate\_single method will return the point evaluated as the specified parameter.

```
1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]
14
15 # Get curve point at u = 0.5
16 point = crv.evaluate_single(0.5)
```



### 6.1.3 Setting the evaluation delta

Evaluation delta is used to change the number of evaluated points. Increasing the number of points will result in a bigger evaluated points array, as described with `evalpts` property and decreasing will reduce the size of the `evalpts` array. Therefore, evaluation delta can also be used to change smoothness of the plots generated using the visualization modules.

`delta` property will set the evaluation delta. It is also possible to use `sample_size` property to set the number of evaluated points.

```

1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]
14
15 # Set evaluation delta
16 crv.delta = 0.005
17
18 # Get evaluated points
19 points_a = crv.evalpts
20
21 # Update delta
22 crv.delta = 0.1
23
24 # The curve will be automatically re-evaluated
25 points_b = crv.evalpts

```

### 6.1.4 Inserting a knot

`insert_knot` method is recommended for this purpose.

```

1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]

```

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```
14
15 # Insert knot
16 crv.insert_knot(0.5)
```

### 6.1.5 Plotting

To plot the curve, a visualization module should be imported and curve should be updated to use the visualization module.

```
1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]
14
15 # Import Matplotlib visualization module
16 from geomdl.visualization import VisMPL
17
18 # Set the visualization component of the curve
19 crv.vis = VisMPL.VisCurve3D()
20
21 # Plot the curve
22 crv.render()
```

### 6.1.6 Convert non-rational to rational curve

The following code snippet generates a B-Spline (non-rational) curve and converts it into a NURBS (rational) curve.

```
1 from geomdl import BSpline
2
3 # Create the curve instance
4 crv = BSpline.Curve()
5
6 # Set degree
7 crv.degree = 2
8
9 # Set control points
10 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
11
12 # Set knot vector
13 crv.knotvector = [0, 0, 0, 1, 1, 1]
14
```

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```

15 # Import convert module
16 from geomdl import convert
17
18 # BSpline to NURBS
19 crv_rat = convert.bspline_to_nurbs(crv)

```

### 6.1.7 Using knot vector generator

Knot vector generator is located in the *knotvector* module.

```

1 from geomdl import BSpline
2 from geomdl import knotvector
3
4 # Create the curve instance
5 crv = BSpline.Curve()
6
7 # Set degree
8 crv.degree = 2
9
10 # Set control points
11 crv.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
12
13 # Generate a uniform knot vector
14 crv.knotvector = knotvector.generate(crv.degree, crv.ctrlpts_size)

```

### 6.1.8 Plotting multiple curves

*multi* module can be used to plot multiple curves on the same figure.

```

1 from geomdl import BSpline
2 from geomdl import multi
3 from geomdl import knotvector
4
5 # Create the curve instance #1
6 crv1 = BSpline.Curve()
7
8 # Set degree
9 crv1.degree = 2
10
11 # Set control points
12 crv1.ctrlpts = [[1, 0, 0], [1, 1, 0], [0, 1, 0]]
13
14 # Generate a uniform knot vector
15 crv1.knotvector = knotvector.generate(crv1.degree, crv1.ctrlpts_size)
16
17 # Create the curve instance #2
18 crv2 = BSpline.Curve()
19
20 # Set degree
21 crv2.degree = 3

```

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```
22
23 # Set control points
24 crv2.ctrlpts = [[1, 0, 0], [1, 1, 0], [2, 1, 0], [1, 1, 0]]
25
26 # Generate a uniform knot vector
27 crv2.knotvector = knotvector.generate(crv2.degree, crv2.ctrlpts_size)
28
29 # Create a curve container
30 mcrv = multi.CurveContainer(crv1, crv2)
31
32 # Import Matplotlib visualization module
33 from geomdl.visualization import VisMPL
34
35 # Set the visualization component of the curve container
36 mcrv.vis = VisMPL.VisCurve3D()
37
38 # Plot the curves in the curve container
39 mcrv.render()
```

Please refer to the [Examples Repository](#) for more curve examples.

## 6.2 Working with the surfaces

The majority of the surface API is very similar to the curve API. Since a surface is defined on a 2-dimensional parametric space, the getters/setters have a suffix of `_u` and `_v`; such as `knotvector_u` and `knotvector_v`.

For setting up the control points, please refer to the [control points manager](#) documentation.

Please refer to the [Examples Repository](#) for surface examples.

## 6.3 Working with the volumes

Volumes are defined on a 3-dimensional parametric space. Working with the volumes are very similar to working with the surfaces. The only difference is the 3rd parametric dimension, `w`. For instance, to access the knot vectors, the properties you will use are `knotvector_u`, `knotvector_v` and `knotvector_w`.

For setting up the control points, please refer to the [control points manager](#) documentation.

Please refer to the [Examples Repository](#) for volume examples.

## EXAMPLES REPOSITORY

Although using NURBS-Python is straight-forward, it is always confusing to do the initial start with a new library. To give you a headstart on working with NURBS-Python, an [Examples](#) repository over 50 example scripts which describe usage scenarios of the library and its modules is provided. You can run the scripts from the command line, inside from favorite IDE or copy them to a Jupyter notebook.

The [Examples](#) repository contains examples on

- Bézier curves and surfaces
- B-Spline & NURBS curves, surfaces and volumes
- Spline algorithms, e.g. knot insertion and removal, degree elevation and reduction
- Curve & surface splitting and Bézier decomposition ([info](#))
- Surface and curve fitting using interpolation and least squares approximation ([docs](#))
- Geometrical operations, e.g. tangent, normal, binormal ([docs](#))
- Importing & exporting spline geometries into supported formats ([docs](#))
- Compatibility module for control points conversion ([docs](#))
- Surface grid generators ([info](#) and [docs](#))
- Geometry containers ([docs](#))
- Automatic uniform knot vector generation via `knotvector.generate()`
- Visualization components ([info](#), [Matplotlib](#), [Plotly](#) and [VTK](#))
- Ray operations ([docs](#))
- Voxelization ([docs](#))

Matplotlib and Plotly visualization modules are compatible with Jupyter notebooks but VTK visualization module is not. Please refer to the [NURBS-Python wiki](#) for more details on using NURBS-Python Matplotlib and Plotly visualization modules with Jupyter notebooks.



## LOADING AND SAVING DATA

NURBS-Python provides the following API calls for exporting and importing spline geometry data:

- `exchange.import_json()`
- `exchange.export_json()`

JSON import/export works with all spline geometry and container objects. Please refer to *File Formats* for more details.

The following code snippet illustrates a B-spline curve generation and its JSON export:

```
1 from geomdl import BSpline
2 from geomdl import utilities
3 from geomdl import exchange
4
5 # Create a B-Spline curve instance
6 curve = BSpline.Curve()
7
8 # Set the degree
9 curve.degree = 3
10
11 # Load control points from a text file
12 curve.ctrlpts = exchange.import_txt("control_points.txt")
13
14 # Auto-generate the knot vector
15 curve.knotvector = utilities.generate_knot_vector(curve.degree, len(curve.ctrlpts))
16
17 # Export the curve as a JSON file
18 exchange.export_json(curve, "curve.json")
```

The following code snippet illustrates importing from a JSON file and adding the result to a container object:

```
1 from geomdl import multi
2 from geomdl import exchange
3
4 # Import curve from a JSON file
5 curve_list = exchange.import_json("curve.json")
6
7 # Add curve list to the container
8 curve_container = multi.CurveContainer(curve_list)
```





## SUPPORTED FILE FORMATS

NURBS-Python supports several input and output formats for importing and exporting B-Spline/NURBS curves and surfaces. Please note that NURBS-Python uses right-handed notation on input and output files.

### 9.1 Text Files

NURBS-Python provides a simple way to import and export the control points and the evaluated control points as ASCII text files. The details of the file format for curves and surfaces is described below:

#### 9.1.1 NURBS-Python Custom Format

NURBS-Python provides `import_txt()` function for reading control points of curves and surfaces from a text file. For saving the control points `export_txt()` function may be used.

The format of the text file depends on the type of the geometric element, i.e. curve or surface. The following sections explain this custom format.

#### 2D Curves

To generate a 2D B-Spline Curve, you need a list of  $(x, y)$  coordinates representing the control points (P), where

- $x$ : value representing the x-coordinate
- $y$ : value representing the y-coordinate

The format of the control points file for generating 2D B-Spline curves is as follows:

| x     | y     |
|-------|-------|
| $x_1$ | $y_1$ |
| $x_2$ | $y_2$ |
| $x_3$ | $y_3$ |

The control points file format of the NURBS curves are very similar to B-Spline ones with the difference of weights. To generate a **2D NURBS curve**, you need a list of  $(x*w, y*w, w)$  coordinates representing the weighted control points ( $P_w$ ) where,

- $x$ : value representing the x-coordinate
- $y$ : value representing the y-coordinate
- $w$ : value representing the weight

The format of the control points file for generating **2D NURBS curves** is as follows:

| $x*w$     | $y*w$     | $w$   |
|-----------|-----------|-------|
| $x_1*w_1$ | $y_1*w_1$ | $w_1$ |
| $x_2*w_2$ | $y_2*w_2$ | $w_2$ |
| $x_3*w_3$ | $y_3*w_3$ | $w_3$ |

---

**Note:** *compatibility* module provides several functions to manipulate & convert control point arrays into NURBS-Python compatible ones and more.

---

### 3D Curves

To generate a **3D B-Spline curve**, you need a list of  $(x, y, z)$  coordinates representing the control points (P), where

- $x$ : value representing the x-coordinate
- $y$ : value representing the y-coordinate
- $z$ : value representing the z-coordinate

The format of the control points file for generating 3D B-Spline curves is as follows:

| $x$   | $y$   | $z$   |
|-------|-------|-------|
| $x_1$ | $y_1$ | $z_1$ |
| $x_2$ | $y_2$ | $z_2$ |
| $x_3$ | $y_3$ | $z_3$ |

To generate a **3D NURBS curve**, you need a list of  $(x*w, y*w, z*w, w)$  coordinates representing the weighted control points ( $P_w$ ) where,

- $x$ : value representing the x-coordinate
- $y$ : value representing the y-coordinate
- $z$ : value representing the z-coordinate
- $w$ : value representing the weight

The format of the control points file for generating 3D NURBS curves is as follows:

| $x*w$     | $y*w$     | $z*w$     | $w$   |
|-----------|-----------|-----------|-------|
| $x_1*w_1$ | $y_1*w_1$ | $z_1*w_1$ | $w_1$ |
| $x_2*w_2$ | $y_2*w_2$ | $z_2*w_2$ | $w_2$ |
| $x_3*w_3$ | $y_3*w_3$ | $z_3*w_3$ | $w_3$ |

---

**Note:** *compatibility* module provides several functions to manipulate & convert control point arrays into NURBS-Python compatible ones and more.

---

## Surfaces

Control points file for generating B-Spline and NURBS has 2 options:

First option is very similar to the curve control points files with one noticeable difference to process  $u$  and  $v$  indices. In this list, the  $v$  index varies first. That is, a row of  $v$  control points for the first  $u$  value is found first. Then, the row of  $v$  control points for the next  $u$  value.

The second option sets the rows as  $v$  and columns as  $u$ . To generate a **B-Spline surface** using this option, you need a list of  $(x, y, z)$  coordinates representing the control points (P) where,

- $x$ : value representing the x-coordinate
- $y$ : value representing the y-coordinate
- $z$ : value representing the z-coordinate

The format of the control points file for generating B-Spline surfaces is as follows:

|    | v0        | v1        | v2        | v3        | v4        |
|----|-----------|-----------|-----------|-----------|-----------|
| u0 | (x, y, z) | (x, y, z) | (x, y, z) | (x, y, z) | (x, y, z) |
| u1 | (x, y, z) | (x, y, z) | (x, y, z) | (x, y, z) | (x, y, z) |
| u2 | (x, y, z) | (x, y, z) | (x, y, z) | (x, y, z) | (x, y, z) |

To generate a **NURBS surface** using the 2nd option, you need a list of  $(x*w, y*w, z*w, w)$  coordinates representing the weighted control points ( $P_w$ ) where,

- $x$ : value representing the x-coordinate
- $y$ : value representing the y-coordinate
- $z$ : value representing the z-coordinate
- $w$ : value representing the weight

The format of the control points file for generating NURBS surfaces is as follows:

|    | v0                 | v1                 | v2                 | v3                 |
|----|--------------------|--------------------|--------------------|--------------------|
| u0 | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) |
| u1 | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) |
| u2 | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) | (x*w, y*w, z*w, w) |

**Note:** *compatibility* module provides several functions to manipulate & convert control point arrays into NURBS-Python compatible ones and more.

## Volumes

Parametric volumes can be considered as a stacked surfaces, which means that w-parametric axis comes the first and then other parametric axes come.

## 9.2 Comma-Separated (CSV)

You may use `export_csv()` and `import_csv()` functions to save/load control points and/or evaluated points as a CSV file. This function works with both curves and surfaces.

## 9.3 OBJ Format

You may use `export_obj()` function to export a NURBS surface as a Wavefront .obj file.

### 9.3.1 Example 1

The following example demonstrates saving surfaces as .obj files:

```
1  # ex_bezier_surface.py
2  from geomdl import BSpline
3  from geomdl import utilities
4  from geomdl import exchange
5
6  # Create a BSpline surface instance
7  surf = BSpline.Surface()
8
9  # Set evaluation delta
10 surf.delta = 0.01
11
12 # Set up the surface
13 surf.degree_u = 3
14 surf.degree_v = 2
15 control_points = [[0, 0, 0], [0, 1, 0], [0, 2, -3],
16                  [1, 0, 6], [1, 1, 0], [1, 2, 0],
17                  [2, 0, 0], [2, 1, 0], [2, 2, 3],
18                  [3, 0, 0], [3, 1, -3], [3, 2, 0]]
19 surf.set_ctrlpts(control_points, 4, 3)
20 surf.knotvector_u = utilities.generate_knot_vector(surf.degree_u, 4)
21 surf.knotvector_v = utilities.generate_knot_vector(surf.degree_v, 3)
22
23 # Evaluate surface
24 surf.evaluate()
25
26 # Save surface as a .obj file
27 exchange.export_obj(surf, "bezier_surf.obj")
```

### 9.3.2 Example 2

The following example combines shapes module together with exchange module:

```

1 from geomdl.shapes import surface
2 from geomdl import exchange
3
4 # Generate cylindrical surface
5 surf = surface.cylinder(radius=5, height=12.5)
6
7 # Set evaluation delta
8 surf.delta = 0.01
9
10 # Evaluate the surface
11 surf.evaluate()
12
13 # Save surface as a .obj file
14 exchange.export_obj(surf, "cylindrical_surf.obj")

```

## 9.4 STL Format

Exporting to STL files works in the same way explained in OBJ Files section. To export a NURBS surface as a .stl file, you may use `export_stl()` function. This function saves in binary format by default but there is an option to change the save file format to plain text. Please see the [documentation](#) for details.

## 9.5 Object File Format (OFF)

Very similar to exporting as OBJ and STL formats, you may use `export_off()` function to export a NURBS surface as a .off file.

## 9.6 Custom Formats (libconfig, YAML, JSON)

NURBS-Python provides several custom formats, such as libconfig, YAML and JSON, for importing and exporting complete NURBS shapes (i.e. degrees, knot vectors and control points of single and multi curves/surfaces).

### 9.6.1 libconfig

`libconfig` is a lightweight library for processing configuration files and it is often used on C/C++ projects. The library doesn't define a format but it defines a syntax for the files it can process. NURBS-Python uses `export_cfg()` and `import_cfg()` functions to exporting and importing shape data which can be processed by libconfig-compatible libraries. Although exporting does not require any external libraries, importing functionality depends on `libconf` module, which is a pure Python library for parsing libconfig-formatted files.

## 9.6.2 YAML

**YAML** is a data serialization format and it is supported by the major programming languages. NURBS-Python uses `ruamel.yaml` package as an external dependency for its YAML support since the package is well-maintained and compatible with the latest YAML standards. NURBS-Python supports exporting and importing NURBS data to YAML format with the functions `export_yaml()` and `import_yaml()`, respectively.

## 9.6.3 JSON

**JSON** is also a serialization and data interchange format and it is **natively supported** by Python via `json` module. NURBS-Python supports exporting and importing NURBS data to JSON format with the functions `export_json()` and `import_json()`, respectively.

## 9.6.4 Format Definition

### Curve

The following example illustrates a 2-dimensional NURBS curve. 3-dimensional NURBS curves are also supported and they can be generated by updating the control points.

```
1 shape:
2   type: curve # type of the geometry
3   count: 1 # number of curves in "data" list (optional)
4   data:
5     - rational: True # rational or non-rational (optional)
6       dimension: 2 # spatial dimension of the curve (optional)
7       degree: 2
8       knotvector: [0, 0, 0, 0.25, 0.25, 0.5, 0.5, 0.75, 0.75, 1, 1, 1]
9       control_points:
10        points: # cartesian coordinates of the control points
11          - [0.0, -1.0] # each control point is defined as a list
12          - [-1.0, -1.0]
13          - [-1.0, 0.0]
14          - [-1.0, 1.0]
15          - [0.0, 1.0]
16          - [1.0, 1.0]
17          - [1.0, 0.0]
18          - [1.0, -1.0]
19          - [0.0, -1.0]
20        weights: # weights vector (required if rational)
21          - 1.0
22          - 0.707
23          - 1.0
24          - 0.707
25          - 1.0
26          - 0.707
27          - 1.0
28          - 0.707
29          - 1.0
30        delta: 0.01 # evaluation delta
```

- **Shape section:** This section contains the single or multi NURBS data. `type` and `data` sections are mandatory.

- **Type section:** This section defines the type of the NURBS shape. For NURBS curves, it should be set to *curve*.
- **Data section:** This section defines the NURBS data, i.e. degrees, knot vectors and control\_points. weights and delta sections are optional.

## Surface

The following example illustrates a NURBS surface:

```

1 shape:
2   type: surface # type of the geometry
3   count: 1 # number of surfaces in "data" list (optional)
4   data:
5     - rational: True # rational or non-rational (optional)
6       dimension: 3 # spatial dimension of the surface (optional)
7       degree_u: 1 # degree of the u-direction
8       degree_v: 2 # degree of the v-direction
9       knotvector_u: [0.0, 0.0, 1.0, 1.0]
10      knotvector_v: [0.0, 0.0, 0.0, 0.25, 0.25, 0.5, 0.5, 0.75, 0.75, 1.0, 1.0, 1.0]
11      size_u: 2 # number of control points on the u-direction
12      size_v: 9 # number of control points on the v-direction
13      control_points:
14        points: # cartesian coordinates (x, y, z) of the control points
15          - [1.0, 0.0, 0.0] # each control point is defined as a list
16          - [1.0, 1.0, 0.0]
17          - [0.0, 1.0, 0.0]
18          - [-1.0, 1.0, 0.0]
19          - [-1.0, 0.0, 0.0]
20          - [-1.0, -1.0, 0.0]
21          - [0.0, -1.0, 0.0]
22          - [1.0, -1.0, 0.0]
23          - [1.0, 0.0, 0.0]
24          - [1.0, 0.0, 1.0]
25          - [1.0, 1.0, 1.0]
26          - [0.0, 1.0, 1.0]
27          - [-1.0, 1.0, 1.0]
28          - [-1.0, 0.0, 1.0]
29          - [-1.0, -1.0, 1.0]
30          - [0.0, -1.0, 1.0]
31          - [1.0, -1.0, 1.0]
32          - [1.0, 0.0, 1.0]
33      weights: # weights vector (required if rational)
34        - 1.0
35        - 0.7071
36        - 1.0
37        - 0.7071
38        - 1.0
39        - 0.7071
40        - 1.0
41        - 0.7071
42        - 1.0
43        - 1.0
44        - 0.7071

```

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```

45     - 1.0
46     - 0.7071
47     - 1.0
48     - 0.7071
49     - 1.0
50     - 0.7071
51     - 1.0
52 delta:
53     - 0.05 # evaluation delta of the u-direction
54     - 0.05 # evaluation delta of the v-direction
55 trims: # define trim curves (optional)
56     count: 3 # number of trims in the "data" list (optional)
57     data:
58         - type: spline # type of the trim curve
59         rational: False # rational or non-rational (optional)
60         dimension: 2 # spatial dimension of the trim curve (optional)
61         degree: 2 # degree of the 1st trim
62         knotvector: [ ... ] # knot vector of the 1st trim curve
63         control_points:
64             points: # parametric coordinates of the 1st trim curve
65                 - [u1, v1] # expected to be 2-dimensional, corresponding to (u,v)
66                 - [u2, v2]
67                 - ...
68         reversed: 0 # 0: trim inside, 1: trim outside (optional, default is 0)
69     - type: spline # type of the 2nd trim curve
70     rational: True # rational or non-rational (optional)
71     dimension: 2 # spatial dimension of the trim curve (optional)
72     degree: 1 # degree of the 2nd trim
73     knotvector: [ ... ] # knot vector of the 2nd trim curve
74     control_points:
75         points: # parametric coordinates of the 2nd trim curve
76             - [u1, v1] # expected to be 2-dimensional, corresponding to (u,v)
77             - [u2, v2]
78             - ...
79         weights: # weights vector of the 2nd trim curve (required if rational)
80             - 1.0
81             - 1.0
82             - ...
83     delta: 0.01 # evaluation delta (optional)
84     reversed: 1 # 0: trim inside, 1: trim outside (optional, default is 0)
85     - type: freeform # type of the 3rd trim curve
86     dimension: 2 # spatial dimension of the trim curve (optional)
87     points: # parametric coordinates of the 3rd trim curve
88         - [u1, v1] # expected to be 2-dimensional, corresponding to (u,v)
89         - [u2, v2]
90         - ...
91     name: "my freeform curve" # optional
92     reversed: 1 # 0: trim inside, 1: trim outside (optional, default is 0)
93     - type: container # type of the 4th trim curve
94     dimension: 2 # spatial dimension of the trim curve (optional)
95     data: # a list of freeform and/or spline geometries
96         - ...

```

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```

97         - ...
98         name: "my trim curves" # optional
99         reversed: 1 # 0: trim inside, 1: trim outside (optional, default is 0)

```

- **Shape section:** This section contains the single or multi NURBS data. `type` and `data` sections are mandatory.
- **Type section:** This section defines the type of the NURBS shape. For NURBS curves, it should be set to *surface*.
- **Data section:** This section defines the NURBS data, i.e. degrees, knot vectors and `control_points`. `weights` and `delta` sections are optional.

Surfaces can also contain trim curves. These curves can be stored in 2 geometry types inside the surface:

- `spline` corresponds to a spline geometry, which is defined by a set of degrees, knot vectors and control points
- `container` corresponds to a geometry container
- `freeform` corresponds to a freeform geometry; defined by a set of points

## Volume

The following example illustrates a B-spline volume:

```

1 shape:
2   type: volume # type of the geometry
3   count: 1 # number of volumes in "data" list (optional)
4   data:
5     - rational: False # rational or non-rational (optional)
6     degree_u: 1 # degree of the u-direction
7     degree_v: 2 # degree of the v-direction
8     degree_w: 1 # degree of the w-direction
9     knotvector_u: [0.0, 0.0, 1.0, 1.0]
10    knotvector_v: [0.0, 0.0, 0.0, 0.25, 0.25, 0.5, 0.5, 0.75, 0.75, 1.0, 1.0, 1.0]
11    knotvector_w: [0.0, 0.0, 1.0, 1.0]
12    size_u: 2 # number of control points on the u-direction
13    size_v: 9 # number of control points on the v-direction
14    size_w: 2 # number of control points on the w-direction
15    control_points:
16      points: # cartesian coordinates (x, y, z) of the control points
17        - [x1, y1, x1] # each control point is defined as a list
18        - [x2, y2, z2]
19        - ...
20    delta:
21      - 0.25 # evaluation delta of the u-direction
22      - 0.25 # evaluation delta of the v-direction
23      - 0.10 # evaluation delta of the w-direction

```

The file organization is very similar to the surface example. The main difference is the parametric 3rd dimension, `w`.

### 9.6.5 Example: Reading .cfg Files with libconf

The following example illustrates reading the exported .cfg file with `libconf` module as a reference for `libconfig`-based systems in different programming languages.

```
1 # Assuming that you have already installed 'libconf'
2 import libconf
3
4 # Skipping export steps and assuming that we have already exported the data as 'my_nurbs.
  ↳ .cfg'
5 with open("my_nurbs.cfg", "r") as fp:
6     # Open the file and parse using libconf module
7     ns = libconf.load(fp)
8
9 # 'count' shows the number of shapes loaded from the file
10 print(ns['shape']['count'])
11
12 # Traverse through the loaded shapes
13 for n in ns['shape']['data']:
14     # As an example, we get the control points
15     ctrlpts = n['control_points']['points']
```

NURBS-Python exports data in the way that allows processing any number of curves or surfaces with a simple for loop. This approach simplifies implementation of file reading routines for different systems and programming languages.

## 9.7 Using Templates

NURBS-Python v5.x supports `Jinja2` templates with the following functions:

- `import_txt()`
- `import_cfg()`
- `import_json()`
- `import_yaml()`

To import files formatted as Jinja2 templates, an additional `jinja2=True` keyword argument should be passed to the functions. For instance:

```
1 from geomdl import exchange
2
3 # Importing a .yaml file formatted as a Jinja2 template
4 data = exchange.import_yaml("surface.yaml", jinja2=True)
```

NURBS-Python also provides some custom Jinja2 template functions for user convenience. These are:

- `knot_vector(d, np)`: generates a uniform knot vector. *d*: degree, *np*: number of control points
- `sqrt(x)`: square root of *x*
- `cubert(x)`: cube root of *x*
- `pow(x, y)`: *x* to the power of *y*

Please see `ex_cylinder_tmpl.py` and `ex_cylinder_tmpl.cptw` files in the [Examples repository](#) for details on using Jinja2 templates with control point text files.

## COMPATIBILITY

Most of the time, users experience problems in converting data between different software packages. To aid this problem a little bit, NURBS-Python provides a *compatibility* module for converting control points sets into NURBS-Python compatible ones.

The following example illustrates the usage of *compatibility* module:

```

1  from geomdl import NURBS
2  from geomdl import utilities as utils
3  from geomdl import compatibility as compat
4  from geomdl.visualization import VisMPL
5
6  #
7  # Surface exported from your CAD software
8  #
9
10 # Dimensions of the control points grid
11 p_size_u = 4
12 p_size_v = 3
13
14 # Control points in u-row order
15 p_ctrlpts = [[0, 0, 0], [1, 0, 6], [2, 0, 0], [3, 0, 0],
16              [0, 1, 0], [1, 1, 0], [2, 1, 0], [3, 1, -3],
17              [0, 2, -3], [1, 2, 0], [2, 2, 3], [3, 2, 0]]
18
19 # Weights vector
20 p_weights = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
21
22 # Degrees
23 p_degree_u = 3
24 p_degree_v = 2
25
26 #
27 # Prepare data for import
28 #
29
30 # Combine weights vector with the control points list
31 t_ctrlptsw = compat.combine_ctrlpts_weights(p_ctrlpts, p_weights)
32
33 # Since NURBS-Python uses v-row order, we need to convert the exported ones
34 n_ctrlptsw = compat.flip_ctrlpts_u(t_ctrlptsw, p_size_u, p_size_v)
35

```

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```
36
37 # Since we have no information on knot vectors, let's auto-generate them
38 n_knotvector_u = utils.generate_knot_vector(p_degree_u, p_size_u)
39 n_knotvector_v = utils.generate_knot_vector(p_degree_v, p_size_v)
40
41
42 #
43 # Import surface to NURBS-Python
44 #
45
46 # Create a NURBS surface instance
47 surf = NURBS.Surface()
48
49 # Fill the surface object
50 surf.degree_u = p_degree_u
51 surf.degree_v = p_degree_v
52 surf_set_ctrlpts(n_ctrlptsw, p_size_u, p_size_v)
53 surf.knotvector_u = n_knotvector_u
54 surf.knotvector_v = n_knotvector_v
55
56 # Set evaluation delta
57 surf.delta = 0.05
58
59 # Set visualization component
60 vis_comp = VisMPL.VisSurface()
61 surf.vis = vis_comp
62
63 # Render the surface
64 surf.render()
```

Please see *Compatibility Module Documentation* for more details on manipulating and exporting control points.

NURBS-Python has some other options for exporting and importing data. Please see *File Formats* page for details.

## SURFACE GENERATOR

NURBS-Python comes with a simple surface generator which is designed to generate a control points grid to be used as a randomized input to *BSpline.Surface* and *NURBS.Surface*. It is capable of generating customized surfaces with arbitrary divisions and generating hills (or bumps) on the surface. It is also possible to export the surface as a text file in the format described under *File Formats* documentation.

The classes *CPGen.Grid* and *CPGen.GridWeighted* are responsible for generating the surfaces.

The following example illustrates a sample usage of the B-Spline surface generator:

```
1 from geomdl import CPGen
2 from geomdl import BSpline
3 from geomdl import utilities
4 from geomdl.visualization import VisMPL
5 from matplotlib import cm
6
7 # Generate a plane with the dimensions 50x100
8 surfgrid = CPGen.Grid(50, 100)
9
10 # Generate a grid of 25x30
11 surfgrid.generate(50, 60)
12
13 # Generate bumps on the grid
14 surfgrid.bumps(num_bumps=5, bump_height=20, base_extent=8)
15
16 # Create a BSpline surface instance
17 surf = BSpline.Surface()
18
19 # Set degrees
20 surf.degree_u = 3
21 surf.degree_v = 3
22
23 # Get the control points from the generated grid
24 surf.ctrlpts2d = surfgrid.grid
25
26 # Set knot vectors
27 surf.knotvector_u = utilities.generate_knot_vector(surf.degree_u, surf.ctrlpts_size_u)
28 surf.knotvector_v = utilities.generate_knot_vector(surf.degree_v, surf.ctrlpts_size_v)
29
30 # Set sample size
31 surf.sample_size = 100
32
```

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```
33 # Set visualization component
34 surf.vis = VisMPL.VisSurface(ctrlpts=False, legend=False)
35
36 # Plot the surface
37 surf.render(colormap=cm.terrain)
```

*CPGen.Grid.bumps()* method takes the following keyword arguments:

- **num\_bumps**: Number of hills to be generated
- **bump\_height**: Defines the peak height of the generated hills
- **base\_extent**: Due to the structure of the grid, the hill base can be defined as a square with the edge length of  $a$ . **base\_extent** is defined by the value of  $a/2$ .
- **base\_adjust**: Defines the padding of the area where the hills are generated. It accepts positive and negative values. A negative value means a padding to the inside of the grid and a positive value means padding to the outside of the grid.

## KNOT REFINEMENT

Added in version 5.1.

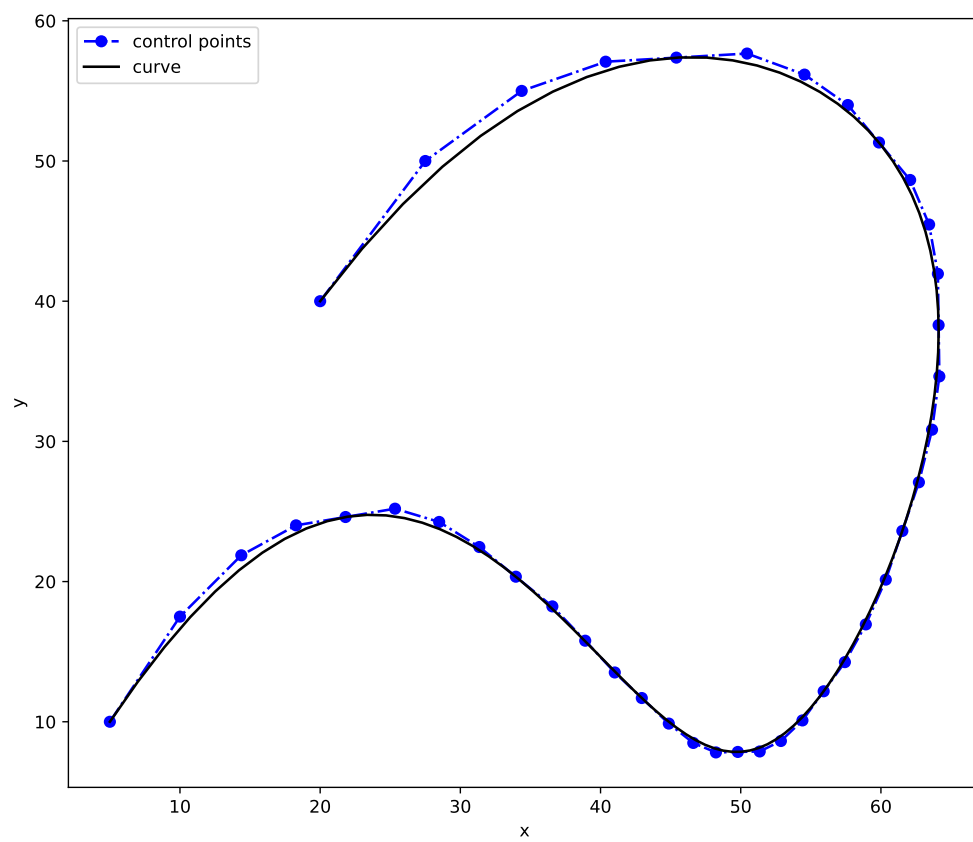
Knot refinement is simply the operation of *inserting multiple knots at the same time*. NURBS-Python (geomdl) supports knot refinement operation for the curves, surfaces and volumes via `operations.refine_knotvector()` function.

One of the interesting features of the `operations.refine_knotvector()` function is the controlling of **knot refinement density**. It can increase the number of knots to be inserted in a knot vector. Therefore, it increases the number of control points.

The following code snippet and the figure illustrate a 2-dimensional spline curve with knot refinement:

```
1 from geomdl import BSpline
2 from geomdl import utilities
3 from geomdl import exchange
4 from geomdl.visualization import VisMPL
5
6 # Create a curve instance
7 curve = BSpline.Curve()
8
9 # Set degree
10 curve.degree = 4
11
12 # Set control points
13 curve.ctrlpts = [
14     [5.0, 10.0], [15.0, 25.0], [30.0, 30.0], [45.0, 5.0], [55.0, 5.0],
15     [70.0, 40.0], [60.0, 60.0], [35.0, 60.0], [20.0, 40.0]
16 ]
17
18 # Set knot vector
19 curve.knotvector = [0.0, 0.0, 0.0, 0.0, 0.0, 0.2, 0.4, 0.6, 0.8, 1.0, 1.0, 1.0, 1.0, 1.0]
20
21 # Set visualization component
22 curve.vis = VisMPL.VisCurve2D()
23
24 # Refine knot vector
25 operations.refine_knotvector(curve, [1])
26
27 # Visualize
28 curve.render()
```

The default density value is **1** for the knot refinement operation. The following code snippet and the figure illustrate the result of the knot refinement operation if density is set to **2**.





```

1 from geomdl import BSpline
2 from geomdl import utilities
3 from geomdl import exchange
4 from geomdl.visualization import VisMPL
5
6 # Create a curve instance
7 curve = BSpline.Curve()
8
9 # Set degree
10 curve.degree = 4
11
12 # Set control points
13 curve.ctrlpts = [
14     [5.0, 10.0], [15.0, 25.0], [30.0, 30.0], [45.0, 5.0], [55.0, 5.0],
15     [70.0, 40.0], [60.0, 60.0], [35.0, 60.0], [20.0, 40.0]
16 ]
17
18 # Set knot vector
19 curve.knotvector = [0.0, 0.0, 0.0, 0.0, 0.0, 0.2, 0.4, 0.6, 0.8, 1.0, 1.0, 1.0, 1.0, 1.0]
20
21 # Set visualization component
22 curve.vis = VisMPL.VisCurve2D()
23
24 # Refine knot vector
25 operations.refine_knotvector(curve, [2])
26
27 # Visualize
28 curve.render()

```

The following code snippet and the figure illustrate the result of the knot refinement operation if density is set to 3.

```

1 from geomdl import BSpline
2 from geomdl import utilities
3 from geomdl import exchange
4 from geomdl.visualization import VisMPL
5
6 # Create a curve instance
7 curve = BSpline.Curve()
8
9 # Set degree
10 curve.degree = 4
11
12 # Set control points
13 curve.ctrlpts = [
14     [5.0, 10.0], [15.0, 25.0], [30.0, 30.0], [45.0, 5.0], [55.0, 5.0],
15     [70.0, 40.0], [60.0, 60.0], [35.0, 60.0], [20.0, 40.0]
16 ]
17
18 # Set knot vector
19 curve.knotvector = [0.0, 0.0, 0.0, 0.0, 0.0, 0.2, 0.4, 0.6, 0.8, 1.0, 1.0, 1.0, 1.0, 1.0]
20
21 # Set visualization component
22 curve.vis = VisMPL.VisCurve2D()

```

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```

23 # Refine knot vector
24 operations.refine_knotvector(curve, [3])
25
26 # Visualize
27 curve.render()
28

```



The following code snippet and the figure illustrate the knot refinement operation applied to a surface with density value of **3** for the u-direction. No refinement was applied for the v-direction.

```

1 from geomdl import NURBS
2 from geomdl import operations
3 from geomdl.visualization import VisMPL
4
5
6 # Control points
7 ctrlpts = [[25.0, -25.0, 0.0, 1.0], [15.0, -25.0, 0.0, 1.0], [5.0, -25.0, 0.0, 1.0],
8            [-5.0, -25.0, 0.0, 1.0], [-15.0, -25.0, 0.0, 1.0], [-25.0, -25.0, 0.0, 1.0]],
9            [[25.0, -15.0, 0.0, 1.0], [15.0, -15.0, 0.0, 1.0], [5.0, -15.0, 0.0, 1.0],
10            [-5.0, -15.0, 0.0, 1.0], [-15.0, -15.0, 0.0, 1.0], [-25.0, -15.0, 0.0, 1.0]],

```

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```
11         [[25.0, -5.0, 5.0, 1.0], [15.0, -5.0, 5.0, 1.0], [5.0, -5.0, 5.0, 1.0],
12          [-5.0, -5.0, 5.0, 1.0], [-15.0, -5.0, 5.0, 1.0], [-25.0, -5.0, 5.0, 1.0]],
13         [[25.0, 5.0, 5.0, 1.0], [15.0, 5.0, 5.0, 1.0], [5.0, 5.0, 5.0, 1.0],
14          [-5.0, 5.0, 5.0, 1.0], [-15.0, 5.0, 5.0, 1.0], [-25.0, 5.0, 5.0, 1.0]],
15         [[25.0, 15.0, 0.0, 1.0], [15.0, 15.0, 0.0, 1.0], [5.0, 15.0, 5.0, 1.0],
16          [-5.0, 15.0, 5.0, 1.0], [-15.0, 15.0, 0.0, 1.0], [-25.0, 15.0, 0.0, 1.0]],
17         [[25.0, 25.0, 0.0, 1.0], [15.0, 25.0, 0.0, 1.0], [5.0, 25.0, 5.0, 1.0],
18          [-5.0, 25.0, 5.0, 1.0], [-15.0, 25.0, 0.0, 1.0], [-25.0, 25.0, 0.0, 1.0]]]
19
20 # Generate surface
21 surf = NURBS.Surface()
22 surf.degree_u = 3
23 surf.degree_v = 3
24 surf.ctrlpts2d = ctrlpts
25 surf.knotvector_u = [0.0, 0.0, 0.0, 0.0, 1.0, 2.0, 3.0, 3.0, 3.0, 3.0]
26 surf.knotvector_v = [0.0, 0.0, 0.0, 0.0, 1.0, 2.0, 3.0, 3.0, 3.0, 3.0]
27 surf.sample_size = 30
28
29 # Set visualization component
30 surf.vis = VisMPL.VisSurface(VisMPL.VisConfig(alpha=0.75))
31
32 # Refine knot vectors
33 operations.refine_knotvector(surf, [3, 0])
34
35 # Visualize
36 surf.render()
```





## CURVE & SURFACE FITTING

geomdl includes 2 fitting methods for curves and surfaces: approximation and interpolation. Please refer to the [Curve and Surface Fitting](#) page for more details on the curve and surface fitting API.

The following sections explain 2-dimensional curve fitting using the included fitting methods. geomdl also supports 3-dimensional curve and surface fitting (not shown here). Please refer to the [Examples Repository](#) for more examples on curve and surface fitting.

### 13.1 Interpolation

The following code snippet and the figure illustrate interpolation for a 2-dimensional curve:

```
1 from geomdl import fitting
2 from geomdl.visualization import VisMPL as vis
3
4 # The NURBS Book Ex9.1
5 points = ((0, 0), (3, 4), (-1, 4), (-4, 0), (-4, -3))
6 degree = 3 # cubic curve
7
8 # Do global curve interpolation
9 curve = fitting.interpolate_curve(points, degree)
10
11 # Plot the interpolated curve
12 curve.delta = 0.01
13 curve.vis = vis.VisCurve2D()
14 curve.render()
```

The following figure displays the input data (sample) points in red and the evaluated curve after interpolation in blue:

### 13.2 Approximation

The following code snippet and the figure illustrate approximation method for a 2-dimensional curve:

```
1 from geomdl import fitting
2 from geomdl.visualization import VisMPL as vis
3
4 # The NURBS Book Ex9.1
5 points = ((0, 0), (3, 4), (-1, 4), (-4, 0), (-4, -3))
6 degree = 3 # cubic curve
```

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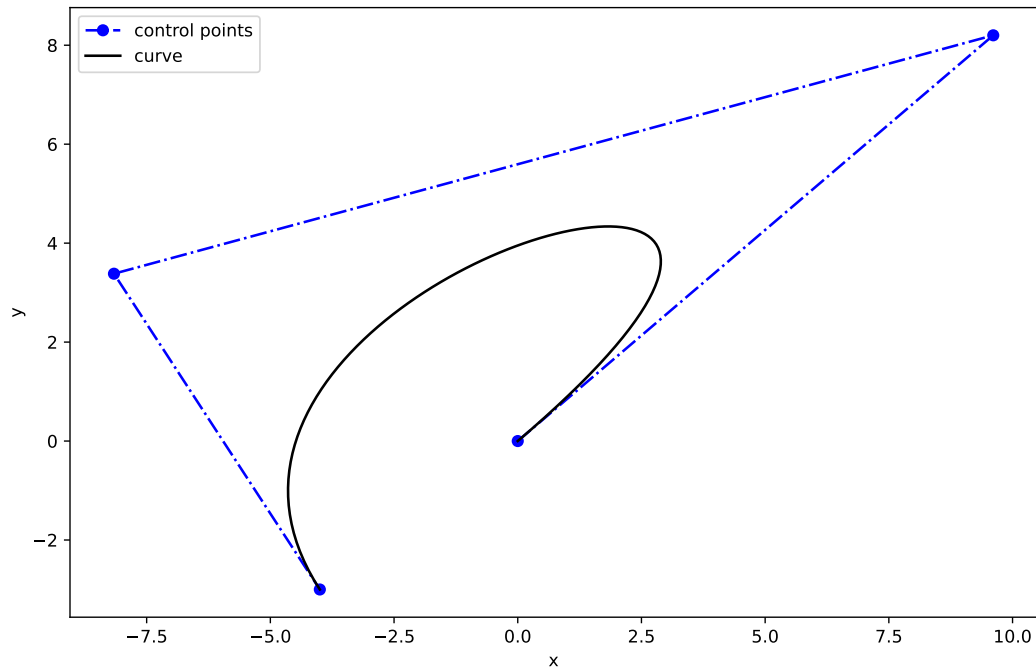


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```

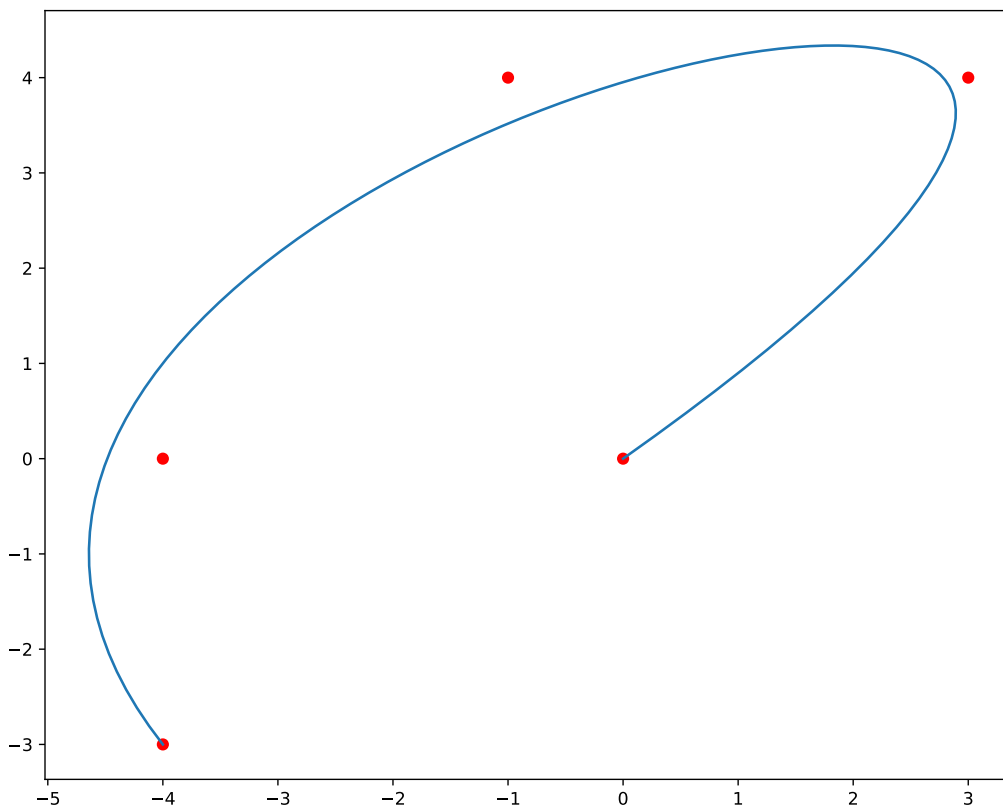
7
8 # Do global curve approximation
9 curve = fitting.approximate_curve(points, degree)
10
11 # Plot the interpolated curve
12 curve.delta = 0.01
13 curve.vis = vis.VisCurve2D()
14 curve.render()

```



The following figure displays the input data (sample) points in red and the evaluated curve after approximation in blue:

Please note that a spline geometry with a constant set of evaluated points may be represented with an infinite set of control points. The number and positions of the control points depend on the application and the method used to generate the control points.





## VISUALIZATION

NURBS-Python comes with the following visualization modules for direct plotting evaluated curves and surfaces:

- *VisMPL* module for [Matplotlib](#)
- *VisPlotly* module for [Plotly](#)
- *VisVTK* module for [VTK](#)

[Examples](#) repository contains over 40 examples on how to use the visualization components in various ways. Please see [Visualization Modules Documentation](#) for more details.

### 14.1 Examples

The following figures illustrate some example NURBS and B-spline shapes that can be generated and directly visualized via NURBS-Python.

#### 14.1.1 Curves

---

#### 14.1.2 Surfaces

---

#### 14.1.3 Volumes

#### 14.1.4 Advanced Visualization Examples

The following example scripts can be found in [Examples](#) repository under the `visualization` directory.

##### `mpl_curve2d_tangents.py`

This example illustrates a more advanced visualization option for plotting the 2D curve tangents alongside with the control points grid and the evaluated curve.















### `mpl_curve3d_tangents.py`

This example illustrates a more advanced visualization option for plotting the 3D curve tangents alongside with the control points grid and the evaluated curve.



### `mpl_curve3d_vectors.py`

This example illustrates a visualization option for plotting the 3D curve tangent, normal and binormal vectors alongside with the control points grid and the evaluated curve.



### `mpl_trisurf_vectors.py`

The following figure illustrates tangent and normal vectors on `ex_surface02.py` example.



## SPLITTING AND DECOMPOSITION

NURBS-Python is also capable of splitting the curves and the surfaces, as well as applying Bézier decomposition.

Splitting of curves can be achieved via `operations.split_curve()` method. For the surfaces, there are 2 different splitting methods, `operations.split_surface_u()` for splitting the surface on the u-direction and `operations.split_surface_v()` for splitting on the v-direction.

Bézier decomposition can be applied via `operations.decompose_curve()` and `operations.decompose_surface()` methods for curves and surfaces, respectively.

The following figures are generated from the examples provided in the [Examples](#) repository.

### 15.1 Splitting

The following 2D curve is split at  $u = 0.6$  and applied translation by the tangent vector using `operations.translate()` method.



Splitting can also be applied to 3D curves (split at  $u = 0.3$ ) without any translation.





Surface splitting is also possible. The following figure compares splitting at  $u = 0.5$  and  $v = 0.5$ .



Surfaces can also be translated too before or after splitting operation. The following figure illustrates translation after splitting the surface at  $u = 0.5$ .



Multiple splitting is also possible for all curves and surfaces. The following figure describes multi splitting in surfaces. The initial surface is split at  $u = 0.25$  and then, one of the resultant surfaces is split at  $v = 0.75$ , finally resulting 3 surfaces.



## 15.2 Bézier Decomposition

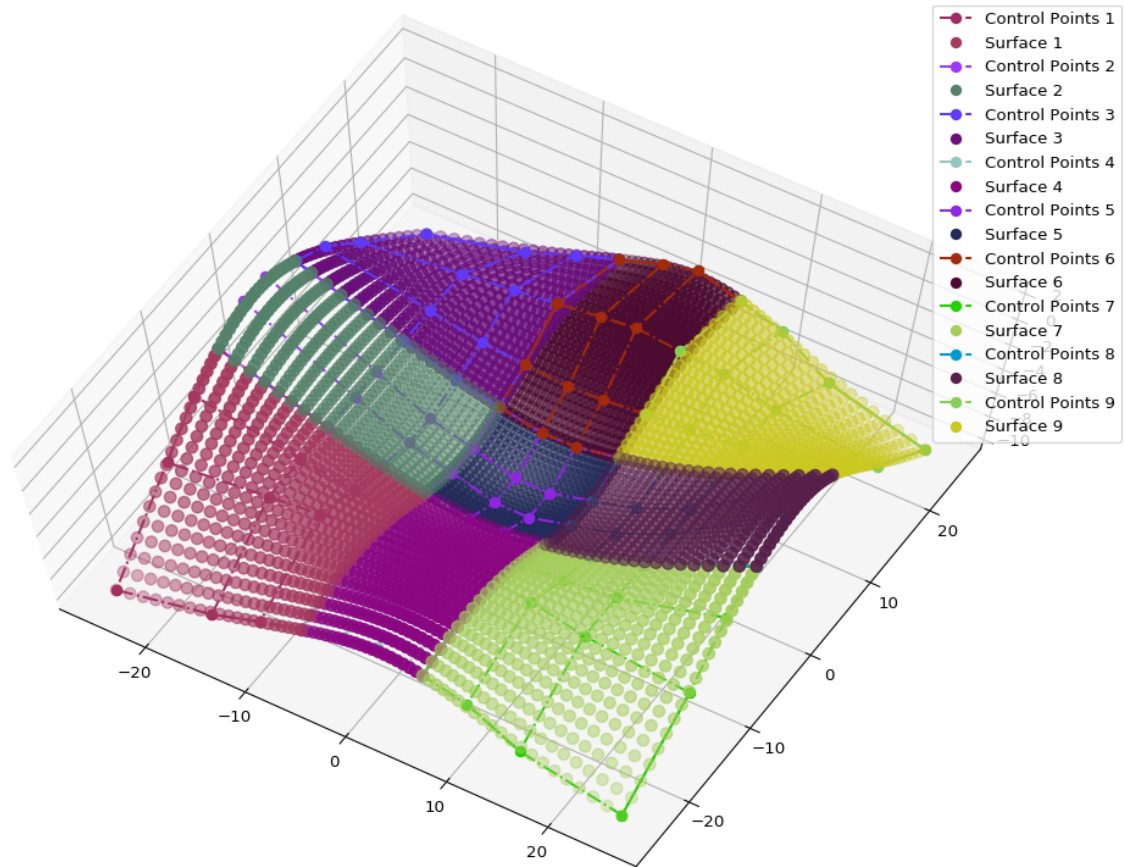
The following figures illustrate Bézier decomposition capabilities of NURBS-Python. Let's start with the most obvious one, a full circle with 9 control points. It also is possible to directly generate this shape via `geomdl.shapes` module.



The following is a circular curve generated with 7 control points as illustrated on page 301 of *The NURBS Book* (2nd Edition) by Piegl and Tiller. There is also an option to generate this shape via `geomdl.shapes` module.



The following figures illustrate the possibility of Bézier decomposition in B-Spline and NURBS surfaces.





The colors are randomly generated via `utilities.color_generator()` function.





## EXPORTING PLOTS AS IMAGE FILES

The `render()` method allows users to directly plot the curves and surfaces using predefined visualization classes. This method takes some keyword arguments to control plot properties at runtime. Please see the class documentation on description of these keywords. The `render()` method also allows users to save the plots directly as a file and to control the plot window visibility. The keyword arguments that control these features are `filename` and `plot`, respectively.

The following example script illustrates creating a 3-dimensional Bézier curve and saving the plot as `bezier-curve3d.pdf` without popping up the Matplotlib plot window. `filename` argument is a string value defining the name of the file to be saved and `plot` flag controls the visibility of the plot window.

```
1 from geomdl import BSpline
2 from geomdl import utilities
3 from geomdl.visualization import VisMPL
4
5 # Create a 3D B-Spline curve instance (Bezier Curve)
6 curve = BSpline.Curve()
7
8 # Set up the Bezier curve
9 curve.degree = 3
10 curve.ctrlpts = [[10, 5, 10], [10, 20, -30], [40, 10, 25], [-10, 5, 0]]
11
12 # Auto-generate knot vector
13 curve.knotvector = utilities.generate_knot_vector(curve.degree, len(curve.ctrlpts))
14
15 # Set sample size
16 curve.sample_size = 40
17
18 # Evaluate curve
19 curve.evaluate()
20
21 # Plot the control point polygon and the evaluated curve
22 vis_comp = VisMPL.VisCurve3D()
23 curve.vis = vis_comp
24
25 # Don't pop up the plot window, instead save it as a PDF file
26 curve.render(filename="bezier-curve3d.pdf", plot=False)
```

This functionality strongly depends on the plotting library used. Please see the documentation of the plotting library that you are using for more details on its figure exporting capabilities.



## CORE MODULES

The following are the lists of modules included in NURBS-Python (geomdl) Core Library. They are split into separate groups to make the documentation more understandable.

### 17.1 User API

The User API is the main entrance point to the library. It provides geometry classes and containers, as well as the geometric operators and support modules.

The following is the list of the geometry classes included in the library:

#### 17.1.1 B-Spline Geometry

BSpline module provides data storage and evaluation functions for non-rational spline geometries.

#### Inheritance Diagram



## B-Spline Curve

**class** geomdl.BSpline.Curve(\*\*kwargs)

Bases: *Curve*

Data storage and evaluation class for n-variate B-spline (non-rational) curves.

This class provides the following properties:

- *type* = spline
- *id*
- *order*
- *degree*
- *knotvector*
- *ctrlpts*
- *delta*
- *sample\_size*
- *bbox*
- *vis*
- *name*
- *dimension*
- *evaluator*
- *rational*

The following code segment illustrates the usage of Curve class:

```
from geomdl import BSpline

# Create a 3-dimensional B-spline Curve
curve = BSpline.Curve()

# Set degree
curve.degree = 3

# Set control points
curve.ctrlpts = [[10, 5, 10], [10, 20, -30], [40, 10, 25], [-10, 5, 0]]

# Set knot vector
curve.knotvector = [0, 0, 0, 0, 1, 1, 1, 1]

# Set evaluation delta (controls the number of curve points)
curve.delta = 0.05

# Get curve points (the curve will be automatically evaluated)
curve_points = curve.evalpts
```

### Keyword Arguments:

- *precision*: number of decimal places to round to. *Default: 18*

- `normalize_kv`: activates knot vector normalization. *Default: True*
- `find_span_func`: sets knot span search implementation. *Default: [helpers.find\\_span\\_linear\(\)](#)*
- `insert_knot_func`: sets knot insertion implementation. *Default: [operations.insert\\_knot\(\)](#)*
- `remove_knot_func`: sets knot removal implementation. *Default: [operations.remove\\_knot\(\)](#)*

Please refer to the [abstract.Curve\(\)](#) documentation for more details.

#### **property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the bounding box

##### **Type**

tuple

#### **binormal**(*parpos, \*\*kwargs*)

Evaluates the binormal vector of the curve at the given parametric position(s).

##### **Parameters**

**parpos** (*float, list or tuple*) – parametric position(s) where the evaluation will be executed

##### **Returns**

binormal vector as a tuple of the origin point and the vector components

##### **Return type**

tuple

#### **property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the number of control points

##### **Setter**

Sets the number of control points

##### **Type**

list

#### **property ctrlpts**

Control points.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the control points

##### **Setter**

Sets the control points

**Type**  
list

**property ctrlpts\_size**

Total number of control points.

**Getter**  
Gets the total number of control points

**Type**  
int

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the degree

**Setter**  
Sets the degree

**Type**  
int

**property delta**

Evaluation delta.

Evaluation delta corresponds to the *step size* while `evaluate` function iterates on the knot vector to generate curve points. Decreasing step size results in generation of more curve points. Therefore; smaller the delta value, smoother the curve.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the delta value

**Setter**  
Sets the delta value

**Type**  
float

**derivatives(*u*, *order*=0, *\*\*kwargs*)**

Evaluates n-th order curve derivatives at the given parameter value.

The output of this method is list of n-th order derivatives. If `order` is 0, then it will only output the evaluated point. Similarly, if `order` is 2, then it will output the evaluated point, 1st derivative and the 2nd derivative. For instance;

```
# Assuming a curve (crv) is defined on a parametric domain [0.0, 1.0]
# Let's take the curve derivative at the parametric position u = 0.35
ders = crv.derivatives(u=0.35, order=2)
ders[0] # evaluated point, equal to crv.evaluate_single(0.35)
ders[1] # 1st derivative at u = 0.35
ders[2] @ 2nd derivative at u = 0.35
```

**Parameters**

- **u** (*float*) – parameter value
- **order** (*int*) – derivative order

**Returns**

a list containing up to {order}-th derivative of the curve

**Return type**

list

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**evaluate(\*\*kwargs)**

Evaluates the curve.

The evaluated points are stored in *evalpts* property.

**Keyword arguments:**

- **start**: start parameter
- **stop**: stop parameter

The `start` and `stop` parameters allow evaluation of a curve segment in the range  $[start, stop]$ , i.e. the curve will also be evaluated at the `stop` parameter value.

The following examples illustrate the usage of the keyword arguments.

```
# Start evaluating from u=0.2 to u=1.0
curve.evaluate(start=0.2)

# Start evaluating from u=0.0 to u=0.7
curve.evaluate(stop=0.7)

# Start evaluating from u=0.1 to u=0.5
curve.evaluate(start=0.1, stop=0.5)

# Get the evaluated points
curve_points = curve.evalpts
```

### **evaluate\_list(*param\_list*)**

Evaluates the curve for an input range of parameters.

#### **Parameters**

**param\_list** (*list*, *tuple*) – list of parameters

#### **Returns**

evaluated surface points at the input parameters

#### **Return type**

list

### **evaluate\_single(*param*)**

Evaluates the curve at the input parameter.

#### **Parameters**

**param** (*float*) – parameter

#### **Returns**

evaluated surface point at the given parameter

#### **Return type**

list

### **property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

#### **Getter**

Gets the current Evaluator instance

#### **Setter**

Sets the Evaluator instance

#### **Type**

*evaluators.AbstractEvaluator*

### **property id**

Object ID (as an integer).



Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**insert\_knot**(*param*, *\*\*kwargs*)

Inserts the knot and updates the control points array and the knot vector.

**Keyword Arguments:**

- **num**: Number of knot insertions. *Default: 1*

**Parameters**

**param** (*float*) – knot to be inserted

**property knotvector**

Knot vector.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**load**(*file\_name*)

Loads the curve from a pickled file.

Deprecated since version 5.2.4: Use `exchange.import_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be loaded

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**normal**(*parpos*, *\*\*kwargs*)

Evaluates the normal to the tangent vector of the curve at the given parametric position(s).

**Parameters**

**parpos** (*float*, *list* or *tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

normal vector as a tuple of the origin point and the vector components

**Return type**

tuple

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(*value*)

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property order**

Order.

Defined as  $\text{order} = \text{degree} + 1$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the order

**Setter**

Sets the order

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True if the B-spline object is rational (NURBS)

**Type**

bool

**remove\_knot**(*param*, *\*\*kwargs*)

Removes the knot and updates the control points array and the knot vector.

**Keyword Arguments:**

- *num*: Number of knot removals. *Default: 1*

**Parameters**

**param** (*float*) – knot to be removed

**render**(*\*\*kwargs*)

Renders the curve using the visualization component

The visualization component must be set using [vis](#) property before calling this method.

**Keyword Arguments:**

- *cpcolor*: sets the color of the control points polygon
- *evalcolor*: sets the color of the curve

- `bboxcolor`: sets the color of the bounding box
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `extras`: adds line plots to the figure. *Default: None*

`plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```

1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]

```

### Returns

the figure object

### `reset(**kwargs)`

Resets control points and/or evaluated points.

#### Keyword Arguments:

- `evalpts`: if `True`, then resets evaluated points
- `ctrlpts` if `True`, then resets control points

### `reverse()`

Reverses the curve

### property `sample_size`

Sample size.

Sample size defines the number of evaluated points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size

**Setter**

Sets sample size

**Type**

int

**save**(*file\_name*)

Saves the curve as a pickled file.

Deprecated since version 5.2.4: Use [exchange.export\\_json\(\)](#) instead.

**Parameters**

**file\_name** (*str*) – name of the file to be saved

**set\_ctrlpts**(*ctrlpts*, \**args*, \*\**kwargs*)

Sets control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (*x*, *y*, *z*) coordinates.

**Parameters**

**ctrlpts** (*list*) – input control points as a list of coordinates

**tangent**(*parpos*, \*\**kwargs*)

Evaluates the tangent vector of the curve at the given parametric position(s).

**Parameters**

**parpos** (*float*, *list* or *tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

tangent vector as a tuple of the origin point and the vector components

**Return type**

tuple

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights.

---

**Note:** Only available for rational spline geometries. Getter return None otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights

**Setter**

Sets the weights

## B-Spline Surface

**class** geomdl.BSpline.**Surface**(\*\*kwargs)

Bases: [Surface](#)

Data storage and evaluation class for B-spline (non-rational) surfaces.

This class provides the following properties:

- `type` = spline
- `id`
- `order_u`
- `order_v`
- `degree_u`
- `degree_v`
- `knotvector_u`
- `knotvector_v`
- `ctrlpts`
- `ctrlpts_size_u`
- `ctrlpts_size_v`
- `ctrlpts2d`
- `delta`
- `delta_u`
- `delta_v`
- `sample_size`
- `sample_size_u`
- `sample_size_v`
- `bbox`
- `name`

- *dimension*
- *vis*
- *evaluator*
- *tessellator*
- *rational*
- *trims*

The following code segment illustrates the usage of Surface class:

```

1 from geomdl import BSpline
2
3 # Create a BSpline surface instance (Bezier surface)
4 surf = BSpline.Surface()
5
6 # Set degrees
7 surf.degree_u = 3
8 surf.degree_v = 2
9
10 # Set control points
11 control_points = [[0, 0, 0], [0, 4, 0], [0, 8, -3],
12                  [2, 0, 6], [2, 4, 0], [2, 8, 0],
13                  [4, 0, 0], [4, 4, 0], [4, 8, 3],
14                  [6, 0, 0], [6, 4, -3], [6, 8, 0]]
15 surf.set_ctrlpts(control_points, 4, 3)
16
17 # Set knot vectors
18 surf.knotvector_u = [0, 0, 0, 0, 1, 1, 1, 1]
19 surf.knotvector_v = [0, 0, 0, 1, 1, 1]
20
21 # Set evaluation delta (control the number of surface points)
22 surf.delta = 0.05
23
24 # Get surface points (the surface will be automatically evaluated)
25 surface_points = surf.evalpts

```

#### Keyword Arguments:

- **precision**: number of decimal places to round to. *Default: 18*
- **normalize\_kv**: activates knot vector normalization. *Default: True*
- **find\_span\_func**: sets knot span search implementation. *Default: `helpers.find_span_linear()`*
- **insert\_knot\_func**: sets knot insertion implementation. *Default: `operations.insert_knot()`*
- **remove\_knot\_func**: sets knot removal implementation. *Default: `operations.remove_knot()`*

Please refer to the [abstract.Surface\(\)](#) documentation for more details.

#### **add\_trim(trim)**

Adds a trim to the surface.

A trim is a 2-dimensional curve defined on the parametric domain of the surface. Therefore, x-coordinate of the trimming curve corresponds to u parametric direction of the surface and y-coordinate of the trimming curve corresponds to v parametric direction of the surface.

`trims` uses this method to add trims to the surface.

**Parameters**

**trim** (`abstract.Geometry`) – surface trimming curve

**property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box

**Type**

tuple

**property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

1-dimensional array of control points.

---

**Note:** The v index varies first. That is, a row of v control points for the first u value is found first. Then, the row of v control points for the next u value.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

**Setter**

Sets the control points

**Type**

list

**property ctrlpts2d**

2-dimensional array of control points.

The getter returns a tuple of 2D control points (weighted control points + weights if NURBS) in  $[u][v]$  format. The rows of the returned tuple correspond to v-direction and the columns correspond to u-direction.

The following example can be used to traverse 2D control points:



```

1  # Create a BSpline surface
2  surf_bs = BSpline.Surface()
3
4  # Do degree, control points and knot vector assignments here
5
6  # Each u includes a row of v values
7  for u in surf_bs.ctrlpts2d:
8      # Each row contains the coordinates of the control points
9      for v in u:
10         print(str(v)) # will be something like (1.0, 2.0, 3.0)
11
12  # Create a NURBS surface
13  surf_nb = NURBS.Surface()
14
15  # Do degree, weighted control points and knot vector assignments here
16
17  # Each u includes a row of v values
18  for u in surf_nb.ctrlpts2d:
19      # Each row contains the coordinates of the weighted control points
20      for v in u:
21         print(str(v)) # will be something like (0.5, 1.0, 1.5, 0.5)

```

When using **NURBS.Surface** class, the output of `ctrlpts2d` property could be confusing since, `ctrlpts` always returns the unweighted control points, i.e. `ctrlpts` property returns 3D control points all divided by the weights and you can use `weights` property to access the weights vector, but `ctrlpts2d` returns the weighted ones plus weights as the last element. This difference is intentionally added for compatibility and interoperability purposes.

To explain this situation in a simple way;

- If you need the weighted control points directly, use `ctrlpts2d`
- If you need the control points and the weights separately, use `ctrlpts` and `weights`

---

**Note:** Please note that the setter doesn't check for inconsistencies and using the setter is not recommended. Instead of the setter property, please use `set_ctrlpts()` function.

---

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the control points as a 2-dimensional array in [u][v] format

#### Setter

Sets the control points as a 2-dimensional array in [u][v] format

#### Type

list

#### property `ctrlpts_size`

Total number of control points.

#### Getter

Gets the total number of control points

#### Type

int

**property ctrlpts\_size\_u**

Number of control points for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the u-direction

**Setter**

Sets number of control points for the u-direction

**property ctrlpts\_size\_v**

Number of control points for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points on the v-direction

**Setter**

Sets number of control points on the v-direction

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree for u- and v-directions

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

list

**property degree\_u**

Degree for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the u-direction

**Setter**

Sets degree for the u-direction

**Type**

int

**property degree\_v**

Degree for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the v-direction

**Setter**

Sets degree for the v-direction

**Type**  
int

#### **property delta**

Evaluation delta for both u- and v-directions.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta` and `sample_size` properties correspond to the same variable with different descriptions. Therefore, setting `delta` will also set `sample_size`.

The following figure illustrates the working principles of the delta property:

$$[u_0, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

#### **Getter**

Gets evaluation delta as a tuple of values corresponding to u- and v-directions

#### **Setter**

Sets evaluation delta for both u- and v-directions

**Type**  
float

#### **property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

#### **Getter**

Gets evaluation delta for the u-direction

#### **Setter**

Sets evaluation delta for the u-direction

**Type**  
float

#### **property delta\_v**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

#### **Getter**

Gets evaluation delta for the v-direction

**Setter**

Sets evaluation delta for the v-direction

**Type**

float

**derivatives**(*u*, *v*, *order=0*, *\*\*kwargs*)

Evaluates n-th order surface derivatives at the given (u, v) parameter pair.

- SKL[0][0] will be the surface point itself
- SKL[0][1] will be the 1st derivative w.r.t. v
- SKL[2][1] will be the 2nd derivative w.r.t. u and 1st derivative w.r.t. v

**Parameters**

- **u** (*float*) – parameter on the u-direction
- **v** (*float*) – parameter on the v-direction
- **order** (*integer*) – derivative order

**Returns**

A list SKL, where SKL[k][l] is the derivative of the surface S(u,v) w.r.t. u k times and v l times

**Return type**

list

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**evaluate(\*\*kwargs)**

Evaluates the surface.

The evaluated points are stored in *evalpts* property.

**Keyword arguments:**

- **start\_u**: start parameter on the u-direction
- **stop\_u**: stop parameter on the u-direction
- **start\_v**: start parameter on the v-direction
- **stop\_v**: stop parameter on the v-direction

The **start\_u**, **start\_v** and **stop\_u** and **stop\_v** parameters allow evaluation of a surface segment in the range *[start\_u, stop\_u][start\_v, stop\_v]* i.e. the surface will also be evaluated at the **stop\_u** and **stop\_v** parameter values.

The following examples illustrate the usage of the keyword arguments.

```

1  # Start evaluating in range u=[0, 0.7] and v=[0.1, 1]
2  surf.evaluate(stop_u=0.7, start_v=0.1)
3
4  # Start evaluating in range u=[0, 1] and v=[0.1, 0.3]
5  surf.evaluate(start_v=0.1, stop_v=0.3)
6
7  # Get the evaluated points
8  surface_points = surf.evalpts

```

**evaluate\_list(param\_list)**

Evaluates the surface for a given list of (u, v) parameters.

**Parameters**

**param\_list** (*list*, *tuple*) – list of parameter pairs (u, v)

**Returns**

evaluated surface point at the input parameter pairs

**Return type**

tuple

**evaluate\_single(param)**

Evaluates the surface at the input (u, v) parameter pair.

**Parameters**

**param** (*list*, *tuple*) – parameter pair (u, v)

**Returns**

evaluated surface point at the given parameter pair

**Return type**

list

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on *Evaluator* classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property faces**

Faces (triangles, quads, etc.) generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the faces

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**insert\_knot**(*u=None, v=None, \*\*kwargs*)

Inserts knot(s) on the u- or v-directions

**Keyword Arguments:**

- **num\_u**: Number of knot insertions on the u-direction. *Default: 1*
- **num\_v**: Number of knot insertions on the v-direction. *Default: 1*

**Parameters**

- **u** (*float*) – knot to be inserted on the u-direction
- **v** (*float*) – knot to be inserted on the v-direction

**property knotvector**

Knot vector for u- and v-directions

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**property knotvector\_u**

Knot vector for the u-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the u-direction

**Setter**

Sets knot vector for the u-direction

**Type**

list

**property knotvector\_v**

Knot vector for the v-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the v-direction

**Setter**

Sets knot vector for the v-direction

**Type**

list

**load(file\_name)**

Loads the surface from a pickled file.

Deprecated since version 5.2.4: Use `exchange.import_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be loaded

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**normal(parpos, \*\*kwargs)**

Evaluates the normal vector of the surface at the given parametric position(s).

**Parameters**

**parpos** (*list or tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

an array containing “point” and “vector” pairs

**Return type**

tuple

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property order\_u**

Order for the u-direction.

Defined as  $\text{order} = \text{degree} + 1$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets order for the u-direction

**Setter**

Sets order for the u-direction

**Type**

int



**property order\_v**

Order for the v-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets surface order for the v-direction

**Setter**

Sets surface order for the v-direction

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True if the B-spline object is rational (NURBS)

**Type**

bool

**remove\_knot**(*u=None, v=None, \*\*kwargs*)

Inserts knot(s) on the u- or v-directions

**Keyword Arguments:**

- `num_u`: Number of knot removals on the u-direction. *Default: 1*
- `num_v`: Number of knot removals on the v-direction. *Default: 1*

**Parameters**

- `u` (*float*) – knot to be removed on the u-direction
- `v` (*float*) – knot to be removed on the v-direction

**render(\*\*kwargs)**

Renders the surface using the visualization component.

The visualization component must be set using `vis` property before calling this method.

**Keyword Arguments:**

- `cpcolor`: sets the color of the control points grid
- `evalcolor`: sets the color of the surface
- `trimcolor`: sets the color of the trim curves
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `extras`: adds line plots to the figure. *Default: None*
- `colormap`: sets the colormap of the surface

The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```
1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]
```

Please note that `colormap` argument can only work with visualization classes that support colormaps. As an example, please see `VisMPL.VisSurfTriangle()` class documentation. This method expects a single colormap input.

**Returns**

the figure object

**reset(\*\*kwargs)**

Resets control points and/or evaluated points.

**Keyword Arguments:**

- `evalpts`: if `True`, then resets evaluated points
- `ctrlpts`: if `True`, then resets control points

**property sample\_size**

Sample size for both u- and v-directions.

Sample size defines the number of surface points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size as a tuple of values corresponding to u- and v-directions

**Setter**

Sets sample size for both u- and v-directions

**Type**

int

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of surface points to generate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of surface points to generate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**save(*file\_name*)**

Saves the surface as a pickled file.

Deprecated since version 5.2.4: Use `exchange.export_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be saved

**set\_ctrlpts**(*ctrlpts*, \**args*, \*\**kwargs*)

Sets the control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (*x*, *y*, *z*) coordinates.

This method also generates 2D control points in [*u*]/[*v*] format which can be accessed via [ctrlpts2d](#).

---

**Note:** The *v* index varies first. That is, a row of *v* control points for the first *u* value is found first. Then, the row of *v* control points for the next *u* value.

---

**Parameters**

**ctrlpts** (*list*) – input control points as a list of coordinates

**tangent**(*parpos*, \*\**kwargs*)

Evaluates the tangent vectors of the surface at the given parametric position(s).

**Parameters**

**parpos** (*list or tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

an array containing “point” and “vector”'s on *u*- and *v*-directions, respectively

**Return type**

tuple

**tessellate**(\*\**kwargs*)

Tessellates the surface.

Keyword arguments are directly passed to the tessellation component.

**property tessellator**

Tessellation component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the tessellation component

**Setter**

Sets the tessellation component

**transpose**()

Transposes the surface by swapping *u* and *v* parametric directions.

**property trims**

Curves for trimming the surface.

Surface trims are 2-dimensional curves which are introduced on the parametric space of the surfaces. Trim curves can be a spline curve, an analytic curve or a 2-dimensional freeform shape. To visualize the trimmed surfaces, you need to use a tessellator that supports trimming. The following code snippet illustrates changing the default surface tessellator to the trimmed surface tessellator, [tessellate.TrimTessellate](#).

```

1 from geomdl import tessellate
2
3 # Assuming that "surf" variable stores the surface instance
4 surf.tessellator = tessellate.TrimTessellate()

```

In addition, using *trims* initialization argument of the visualization classes, trim curves can be visualized together with their underlying surfaces. Please refer to the visualization configuration class initialization arguments for more details.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the array of trim curves

#### Setter

Sets the array of trim curves

### property type

Geometry type

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the geometry type

#### Type

str

### property vertices

Vertices generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

#### Getter

Gets the vertices

### property vis

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the visualization component

#### Setter

Sets the visualization component

#### Type

vis.VisAbstract

### property weights

Weights.

---

**Note:** Only available for rational spline geometries. Getter return None otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the weights

**Setter**

Sets the weights

**B-Spline Volume**

Added in version 5.0.

**class** geomdl.BSpline.**Volume**(\*\*kwargs)

Bases: *Volume*

Data storage and evaluation class for B-spline (non-rational) volumes.

This class provides the following properties:

- *type* = spline
- *id*
- *order\_u*
- *order\_v*
- *order\_w*
- *degree\_u*
- *degree\_v*
- *degree\_w*
- *knotvector\_u*
- *knotvector\_v*
- *knotvector\_w*
- *ctrlpts*
- *ctrlpts\_size\_u*
- *ctrlpts\_size\_v*
- *ctrlpts\_size\_w*
- *delta*
- *delta\_u*
- *delta\_v*
- *delta\_w*
- *sample\_size*
- *sample\_size\_u*
- *sample\_size\_v*
- *sample\_size\_w*
- *bbox*
- *name*
- *dimension*
- *vis*

- *evaluator*
- *rational*

**Keyword Arguments:**

- **precision**: number of decimal places to round to. *Default: 18*
- **normalize\_kv**: activates knot vector normalization. *Default: True*
- **find\_span\_func**: sets knot span search implementation. *Default: [helpers.find\\_span\\_linear\(\)](#)*
- **insert\_knot\_func**: sets knot insertion implementation. *Default: [operations.insert\\_knot\(\)](#)*
- **remove\_knot\_func**: sets knot removal implementation. *Default: [operations.remove\\_knot\(\)](#)*

Please refer to the [abstract.Volume\(\)](#) documentation for more details.

**add\_trim(trim)**

Adds a trim to the volume.

[trims](#) uses this method to add trims to the volume.

**Parameters**

**trim** ([abstract.Surface](#)) – trimming surface

**property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box

**Type**

tuple

**property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

1-dimensional array of control points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

**Setter**

Sets the control points

**Type**

list

**property ctrlpts\_size**

Total number of control points.

**Getter**

Gets the total number of control points

**Type**

int

**property ctrlpts\_size\_u**

Number of control points for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the u-direction

**Setter**

Sets number of control points for the u-direction

**property ctrlpts\_size\_v**

Number of control points for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the v-direction

**Setter**

Sets number of control points for the v-direction

**property ctrlpts\_size\_w**

Number of control points for the w-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the w-direction

**Setter**

Sets number of control points for the w-direction

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree for u-, v- and w-directions

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

list



**property degree\_u**

Degree for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the u-direction

**Setter**

Sets degree for the u-direction

**Type**

int

**property degree\_v**

Degree for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the v-direction

**Setter**

Sets degree for the v-direction

**Type**

int

**property degree\_w**

Degree for the w-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the w-direction

**Setter**

Sets degree for the w-direction

**Type**

int

**property delta**

Evaluation delta for u-, v- and w-directions.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta` and `sample_size` properties correspond to the same variable with different descriptions. Therefore, setting `delta` will also set `sample_size`.

The following figure illustrates the working principles of the delta property:

$$[u_0, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta as a tuple of values corresponding to u-, v- and w-directions

**Setter**

Sets evaluation delta for u-, v- and w-directions

**Type**

float

**property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the u-direction

**Setter**

Sets evaluation delta for the u-direction

**Type**

float

**property delta\_v**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the v-direction

**Setter**

Sets evaluation delta for the v-direction

**Type**

float

**property delta\_w**

Evaluation delta for the w-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_w` and `sample_size_w` properties correspond to the same variable with different descriptions. Therefore, setting `delta_w` will also set `sample_size_w`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the w-direction

**Setter**

Sets evaluation delta for the w-direction

**Type**

float

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**evaluate(\*\*kwargs)**

Evaluates the volume.

The evaluated points are stored in [evalpts](#) property.**Keyword arguments:**

- **start\_u**: start parameter on the u-direction
- **stop\_u**: stop parameter on the u-direction
- **start\_v**: start parameter on the v-direction
- **stop\_v**: stop parameter on the v-direction
- **start\_w**: start parameter on the w-direction
- **stop\_w**: stop parameter on the w-direction

**evaluate\_list(param\_list)**

Evaluates the volume for a given list of (u, v, w) parameters.

**Parameters****param\_list** (*list*, *tuple*) – list of parameters in format (u, v, w)**Returns**

evaluated surface point at the input parameter pairs

**Return type**

tuple

### **evaluate\_single**(*param*)

Evaluates the volume at the input (u, v, w) parameter.

#### **Parameters**

**param** (*list*, *tuple*) – parameter (u, v, w)

#### **Returns**

evaluated surface point at the given parameter pair

#### **Return type**

list

### **property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

#### **Getter**

Gets the current Evaluator instance

#### **Setter**

Sets the Evaluator instance

#### **Type**

*evaluators.AbstractEvaluator*

### **property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

#### **Getter**

Gets the object ID

#### **Setter**

Sets the object ID

#### **Type**

int

### **insert\_knot**(*u=None, v=None, w=None, \*\*kwargs*)

Inserts knot(s) on the u-, v- and w-directions

#### **Keyword Arguments:**

- **num\_u**: Number of knot insertions on the u-direction. *Default: 1*
- **num\_v**: Number of knot insertions on the v-direction. *Default: 1*
- **num\_w**: Number of knot insertions on the w-direction. *Default: 1*

#### **Parameters**

- **u** (*float*) – knot to be inserted on the u-direction
- **v** (*float*) – knot to be inserted on the v-direction
- **w** (*float*) – knot to be inserted on the w-direction

**property knotvector**

Knot vector for u-, v- and w-directions

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**property knotvector\_u**

Knot vector for the u-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the u-direction

**Setter**

Sets knot vector for the u-direction

**Type**

list

**property knotvector\_v**

Knot vector for the v-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the v-direction

**Setter**

Sets knot vector for the v-direction

**Type**

list

**property knotvector\_w**

Knot vector for the w-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the w-direction

**Setter**

Sets knot vector for the w-direction

**Type**

list

**load**(*file\_name*)

Loads the volume from a pickled file.

Deprecated since version 5.2.4: Use `exchange.import_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be loaded

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(*value*)

Safely query for the value from the `opt` property.

**Parameters**

**value** (*str*) – a key in the `opt` property

**Returns**

the corresponding value, if the key exists. `None`, otherwise.

**property order\_u**

Order for the u-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for u-direction

**Setter**

Sets the surface order for u-direction

**Type**

int

**property order\_v**

Order for the v-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for v-direction

**Setter**

Sets the surface order for v-direction

**Type**

int

**property order\_w**

Order for the w-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for v-direction

**Setter**

Sets the surface order for v-direction

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True if the B-spline object is rational (NURBS)

**Type**

bool

**remove\_knot**(*u=None, v=None, w=None, \*\*kwargs*)

Inserts knot(s) on the u-, v- and w-directions

**Keyword Arguments:**

- **num\_u**: Number of knot removals on the u-direction. *Default: 1*
- **num\_v**: Number of knot removals on the v-direction. *Default: 1*
- **num\_w**: Number of knot removals on the w-direction. *Default: 1*

**Parameters**

- **u** (*float*) – knot to be removed on the u-direction
- **v** (*float*) – knot to be removed on the v-direction
- **w** (*float*) – knot to be removed on the w-direction

**render**(*\*\*kwargs*)

Renders the volume using the visualization component.

The visualization component must be set using [vis](#) property before calling this method.

**Keyword Arguments:**

- **cpcolor**: sets the color of the control points
- **evalcolor**: sets the color of the volume
- **filename**: saves the plot with the input name
- **plot**: controls plot window visibility. *Default: True*
- **animate**: activates animation (if supported). *Default: False*
- **grid\_size**: grid size for voxelization. *Default: (8, 8, 8)*
- **use\_cubes**: use cube voxels instead of cuboid ones. *Default: False*
- **num\_procs**: number of concurrent processes for voxelization. *Default: 1*



The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```

1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]

```

#### Returns

the figure object

#### `reset(**kwargs)`

Resets control points and/or evaluated points.

#### Keyword Arguments:

- `evalpts`: if `True`, then resets evaluated points
- `ctrlpts` if `True`, then resets control points

#### property `sample_size`

Sample size for both u- and v-directions.

Sample size defines the number of surface points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets sample size as a tuple of values corresponding to u-, v- and w-directions

#### Setter

Sets sample size value for both u-, v- and w-directions

#### Type

int

#### property `sample_size_u`

Sample size for the u-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**property sample\_size\_w**

Sample size for the w-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_w` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the w-direction

**Setter**

Sets sample size for the w-direction

**Type**

int

**save(file\_name)**

Saves the volume as a pickled file.

Deprecated since version 5.2.4: Use `exchange.export_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be saved

**set\_ctrlpts(ctrlpts, \*args, \*\*kwargs)**

Sets the control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (x, y, z) coordinates.

**Parameters**

- **ctrlpts** (*list*) – input control points as a list of coordinates

- **args** (*tuple*[*int*, *int*, *int*]) – number of control points corresponding to each parametric dimension

**property trims**

Trimming surfaces.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the array of trim surfaces

**Setter**

Sets the array of trim surfaces

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights.

---

**Note:** Only available for rational spline geometries. Getter return `None` otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights

**Setter**

Sets the weights

## 17.1.2 NURBS Geometry

NURBS module provides data storage and evaluation functions for rational spline geometries.

### Inheritance Diagram



### NURBS Curve

**class** `geomdl.NURBS.Curve`(\*\**kwargs*)

Bases: [Curve](#)

Data storage and evaluation class for n-variate NURBS (rational) curves.

The rational shapes have some minor differences between the non-rational ones. This class is designed to operate with weighted control points (Pw) as described in *The NURBS Book* by Piegl and Tiller. Therefore, it provides a different set of properties (i.e. getters and setters):

- `ctrlptsw`: 1-dimensional array of weighted control points
- `ctrlpts`: 1-dimensional array of control points
- `weights`: 1-dimensional array of weights

You may also use `set_ctrlpts()` function which is designed to work with all types of control points.

This class provides the following properties:

- `order`
- `degree`
- `knotvector`
- `ctrlptsw`
- `ctrlpts`
- `weights`
- `delta`
- `sample_size`
- `bbox`
- `vis`
- `name`
- `dimension`

- *evaluator*
- *rational*

The following code segment illustrates the usage of Curve class:

```
from geomdl import NURBS

# Create a 3-dimensional B-spline Curve
curve = NURBS.Curve()

# Set degree
curve.degree = 3

# Set control points (weights vector will be 1 by default)
# Use curve.ctrlptsw is if you are using homogeneous points as Pw
curve.ctrlpts = [[10, 5, 10], [10, 20, -30], [40, 10, 25], [-10, 5, 0]]

# Set knot vector
curve.knotvector = [0, 0, 0, 0, 1, 1, 1, 1]

# Set evaluation delta (controls the number of curve points)
curve.delta = 0.05

# Get curve points (the curve will be automatically evaluated)
curve_points = curve.evalpts
```

#### Keyword Arguments:

- **precision**: number of decimal places to round to. *Default: 18*
- **normalize\_kv**: activates knot vector normalization. *Default: True*
- **find\_span\_func**: sets knot span search implementation. *Default: `helpers.find_span_linear()`*
- **insert\_knot\_func**: sets knot insertion implementation. *Default: `operations.insert_knot()`*
- **remove\_knot\_func**: sets knot removal implementation. *Default: `operations.remove_knot()`*

Please refer to the [abstract.Curve\(\)](#) documentation for more details.

#### property bbox

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the bounding box

#### Type

tuple

#### binormal(*parpos*, *\*\*kwargs*)

Evaluates the binormal vector of the curve at the given parametric position(s).

#### Parameters

**parpos** (*float, list or tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

binormal vector as a tuple of the origin point and the vector components

**Return type**

tuple

**property csize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

Control points (P).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets unweighted control points. Use [weights](#) to get weights vector.

**Setter**

Sets unweighted control points

**Type**

list

**property ctrlpts\_size**

Total number of control points.

**Getter**

Gets the total number of control points

**Type**

int

**property ctrlptsw**

Weighted control points (Pw).

Weighted control points are in (x\*w, y\*w, z\*w, w) format; where x,y,z are the coordinates and w is the weight.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weighted control points

**Setter**

Sets the weighted control points

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

int

**property delta**

Evaluation delta.

Evaluation delta corresponds to the *step size* while `evaluate` function iterates on the knot vector to generate curve points. Decreasing step size results in generation of more curve points. Therefore; smaller the delta value, smoother the curve.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value

**Setter**

Sets the delta value

**Type**

float

**derivatives(*u*, *order*=0, *\*\*kwargs*)**

Evaluates n-th order curve derivatives at the given parameter value.

The output of this method is list of n-th order derivatives. If `order` is 0, then it will only output the evaluated point. Similarly, if `order` is 2, then it will output the evaluated point, 1st derivative and the 2nd derivative. For instance;

```
# Assuming a curve (crv) is defined on a parametric domain [0.0, 1.0]
# Let's take the curve derivative at the parametric position u = 0.35
ders = crv.derivatives(u=0.35, order=2)
ders[0] # evaluated point, equal to crv.evaluate_single(0.35)
ders[1] # 1st derivative at u = 0.35
ders[2] @ 2nd derivative at u = 0.35
```

**Parameters**

- **u** (*float*) – parameter value
- **order** (*int*) – derivative order

**Returns**

a list containing up to {order}-th derivative of the curve

**Return type**

list

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**evaluate(\*\*kwargs)**

Evaluates the curve.

The evaluated points are stored in `evalpts` property.

**Keyword arguments:**

- `start`: start parameter
- `stop`: stop parameter

The `start` and `stop` parameters allow evaluation of a curve segment in the range `[start, stop]`, i.e. the curve will also be evaluated at the `stop` parameter value.

The following examples illustrate the usage of the keyword arguments.

```
# Start evaluating from u=0.2 to u=1.0
curve.evaluate(start=0.2)

# Start evaluating from u=0.0 to u=0.7
curve.evaluate(stop=0.7)

# Start evaluating from u=0.1 to u=0.5
curve.evaluate(start=0.1, stop=0.5)
```

(continues on next page)



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```
# Get the evaluated points
curve_points = curve.evalpts
```

**evaluate\_list**(*param\_list*)

Evaluates the curve for an input range of parameters.

**Parameters**

**param\_list** (*list*, *tuple*) – list of parameters

**Returns**

evaluated surface points at the input parameters

**Return type**

list

**evaluate\_single**(*param*)

Evaluates the curve at the input parameter.

**Parameters**

**param** (*float*) – parameter

**Returns**

evaluated surface point at the given parameter

**Return type**

list

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**insert\_knot**(*param*, *\*\*kwargs*)

Inserts the knot and updates the control points array and the knot vector.

**Keyword Arguments:**

- **num**: Number of knot insertions. *Default: 1*

**Parameters**

**param** (*float*) – knot to be inserted

**property knotvector**

Knot vector.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**load**(*file\_name*)

Loads the curve from a pickled file.

Deprecated since version 5.2.4: Use `exchange.import_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be loaded

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**normal**(*parpos*, *\*\*kwargs*)

Evaluates the normal to the tangent vector of the curve at the given parametric position(s).

**Parameters**

**parpos** (*float, list or tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

normal vector as a tuple of the origin point and the vector components

**Return type**

tuple

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property order**

Order.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the order

**Setter**

Sets the order

**Type**

int

#### **property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the parametric dimension

##### **Type**

int

#### **property range**

Domain range.

##### **Getter**

Gets the range

#### **property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Returns True if the B-spline object is rational (NURBS)

##### **Type**

bool

#### **remove\_knot**(*param*, *\*\*kwargs*)

Removes the knot and updates the control points array and the knot vector.

##### **Keyword Arguments:**

- **num**: Number of knot removals. *Default: 1*

##### **Parameters**

**param** (*float*) – knot to be removed

#### **render**(*\*\*kwargs*)

Renders the curve using the visualization component

The visualization component must be set using [vis](#) property before calling this method.

##### **Keyword Arguments:**

- **cpcolor**: sets the color of the control points polygon
- **evalcolor**: sets the color of the curve
- **bboxcolor**: sets the color of the bounding box
- **filename**: saves the plot with the input name
- **plot**: controls plot window visibility. *Default: True*
- **animate**: activates animation (if supported). *Default: False*
- **extras**: adds line plots to the figure. *Default: None*

`plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```

1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]

```

#### Returns

the figure object

#### `reset(**kwargs)`

Resets control points and/or evaluated points.

Keyword Arguments:

- `evalpts`: if `True`, then resets evaluated points
- `ctrlpts` if `True`, then resets control points

#### `reverse()`

Reverses the curve

#### property `sample_size`

Sample size.

Sample size defines the number of evaluated points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets sample size

#### Setter

Sets sample size

#### Type

int

**save**(*file\_name*)

Saves the curve as a pickled file.

Deprecated since version 5.2.4: Use [exchange.export\\_json\(\)](#) instead.

**Parameters**

**file\_name** (*str*) – name of the file to be saved

**set\_ctrlpts**(*ctrlpts*, \**args*, \*\**kwargs*)

Sets control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (x, y, z) coordinates.

**Parameters**

**ctrlpts** (*list*) – input control points as a list of coordinates

**tangent**(*parpos*, \*\**kwargs*)

Evaluates the tangent vector of the curve at the given parametric position(s).

**Parameters**

**parpos** (*float*, *list* or *tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

tangent vector as a tuple of the origin point and the vector components

**Return type**

tuple

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights vector.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights vector

**Setter**

Sets the weights vector

**Type**

list

## NURBS Surface

**class** geomdl.NURBS.Surface(\*\*kwargs)

Bases: [Surface](#)

Data storage and evaluation class for NURBS (rational) surfaces.

The rational shapes have some minor differences between the non-rational ones. This class is designed to operate with weighted control points (Pw) as described in *The NURBS Book* by Piegl and Tiller. Therefore, it provides a different set of properties (i.e. getters and setters):

- `ctrlptsw`: 1-dimensional array of weighted control points
- `ctrlpts2d`: 2-dimensional array of weighted control points
- `ctrlpts`: 1-dimensional array of control points
- `weights`: 1-dimensional array of weights

You may also use `set_ctrlpts()` function which is designed to work with all types of control points.

This class provides the following properties:

- `order_u`
- `order_v`
- `degree_u`
- `degree_v`
- `knotvector_u`
- `knotvector_v`
- `ctrlptsw`
- `ctrlpts`
- `weights`
- `ctrlpts_size_u`
- `ctrlpts_size_v`
- `ctrlpts2d`
- `delta`
- `delta_u`
- `delta_v`
- `sample_size`
- `sample_size_u`
- `sample_size_v`

- *bbox*
- *name*
- *dimension*
- *vis*
- *evaluator*
- *tessellator*
- *rational*
- *trims*

The following code segment illustrates the usage of Surface class:

```
1 from geomdl import NURBS
2
3 # Create a NURBS surface instance
4 surf = NURBS.Surface()
5
6 # Set degrees
7 surf.degree_u = 3
8 surf.degree_v = 2
9
10 # Set control points (weights vector will be 1 by default)
11 # Use curve.ctrlptsw is if you are using homogeneous points as Pw
12 control_points = [[0, 0, 0], [0, 4, 0], [0, 8, -3],
13                  [2, 0, 6], [2, 4, 0], [2, 8, 0],
14                  [4, 0, 0], [4, 4, 0], [4, 8, 3],
15                  [6, 0, 0], [6, 4, -3], [6, 8, 0]]
16 surf.set_ctrlpts(control_points, 4, 3)
17
18 # Set knot vectors
19 surf.knotvector_u = [0, 0, 0, 0, 1, 1, 1, 1]
20 surf.knotvector_v = [0, 0, 0, 1, 1, 1]
21
22 # Set evaluation delta (control the number of surface points)
23 surf.delta = 0.05
24
25 # Get surface points (the surface will be automatically evaluated)
26 surface_points = surf.evalpts
```

#### Keyword Arguments:

- *precision*: number of decimal places to round to. *Default: 18*
- *normalize\_kv*: activates knot vector normalization. *Default: True*
- *find\_span\_func*: sets knot span search implementation. *Default: helpers.find\_span\_linear()*
- *insert\_knot\_func*: sets knot insertion implementation. *Default: operations.insert\_knot()*
- *remove\_knot\_func*: sets knot removal implementation. *Default: operations.remove\_knot()*

Please refer to the [\*abstract.Surface\(\)\*](#) documentation for more details.

#### **add\_trim(trim)**

Adds a trim to the surface.



A trim is a 2-dimensional curve defined on the parametric domain of the surface. Therefore, x-coordinate of the trimming curve corresponds to u parametric direction of the surface and y-coordinate of the trimming curve corresponds to v parametric direction of the surface.

*trims* uses this method to add trims to the surface.

**Parameters**

**trim** (*abstract.Geometry*) – surface trimming curve

**property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box

**Type**

tuple

**property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

1-dimensional array of control points (P).

This property sets and gets the control points in 1-D.

**Getter**

Gets unweighted control points. Use *weights* to get weights vector.

**Setter**

Sets unweighted control points.

**Type**

list

**property ctrlpts2d**

2-dimensional array of control points.

The getter returns a tuple of 2D control points (weighted control points + weights if NURBS) in *[u][v]* format. The rows of the returned tuple correspond to v-direction and the columns correspond to u-direction.

The following example can be used to traverse 2D control points:

```
1  # Create a BSpline surface
2  surf_bs = BSpline.Surface()
3
4  # Do degree, control points and knot vector assignments here
5
6  # Each u includes a row of v values
7  for u in surf_bs.ctrlpts2d:
8      # Each row contains the coordinates of the control points
9      for v in u:
10         print(str(v)) # will be something like (1.0, 2.0, 3.0)
11
12  # Create a NURBS surface
13  surf_nb = NURBS.Surface()
14
15  # Do degree, weighted control points and knot vector assignments here
16
17  # Each u includes a row of v values
18  for u in surf_nb.ctrlpts2d:
19      # Each row contains the coordinates of the weighted control points
20      for v in u:
21         print(str(v)) # will be something like (0.5, 1.0, 1.5, 0.5)
```

When using **NURBS.Surface** class, the output of `ctrlpts2d` property could be confusing since, `ctrlpts` always returns the unweighted control points, i.e. `ctrlpts` property returns 3D control points all divided by the weights and you can use `weights` property to access the weights vector, but `ctrlpts2d` returns the weighted ones plus weights as the last element. This difference is intentionally added for compatibility and interoperability purposes.

To explain this situation in a simple way;

- If you need the weighted control points directly, use `ctrlpts2d`
- If you need the control points and the weights separately, use `ctrlpts` and `weights`

---

**Note:** Please note that the setter doesn't check for inconsistencies and using the setter is not recommended. Instead of the setter property, please use `set_ctrlpts()` function.

---

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the control points as a 2-dimensional array in [u][v] format

#### Setter

Sets the control points as a 2-dimensional array in [u][v] format

#### Type

list

#### property `ctrlpts_size`

Total number of control points.

#### Getter

Gets the total number of control points

#### Type

int

**property ctrlpts\_size\_u**

Number of control points for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the u-direction

**Setter**

Sets number of control points for the u-direction

**property ctrlpts\_size\_v**

Number of control points for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points on the v-direction

**Setter**

Sets number of control points on the v-direction

**property ctrlptsw**

1-dimensional array of weighted control points (Pw).

Weighted control points are in (x\*w, y\*w, z\*w, w) format; where x,y,z are the coordinates and w is the weight.

This property sets and gets the control points in 1-D.

**Getter**

Gets weighted control points

**Setter**

Sets weighted control points

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree for u- and v-directions

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

list

**property degree\_u**

Degree for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the u-direction

**Setter**

Sets degree for the u-direction

**Type**  
int

**property degree\_v**

Degree for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets degree for the v-direction

**Setter**  
Sets degree for the v-direction

**Type**  
int

**property delta**

Evaluation delta for both u- and v-directions.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta` and `sample_size` properties correspond to the same variable with different descriptions. Therefore, setting `delta` will also set `sample_size`.

The following figure illustrates the working principles of the delta property:

$$[u_0, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets evaluation delta as a tuple of values corresponding to u- and v-directions

**Setter**  
Sets evaluation delta for both u- and v-directions

**Type**  
float

**property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets evaluation delta for the u-direction

**Setter**  
Sets evaluation delta for the u-direction

**Type**  
float

**property delta\_v**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the v-direction

**Setter**

Sets evaluation delta for the v-direction

**Type**

float

**derivatives**(*u, v, order=0, \*\*kwargs*)

Evaluates n-th order surface derivatives at the given (u, v) parameter pair.

- `SKL[0][0]` will be the surface point itself
- `SKL[0][1]` will be the 1st derivative w.r.t. v
- `SKL[2][1]` will be the 2nd derivative w.r.t. u and 1st derivative w.r.t. v

**Parameters**

- **u** (*float*) – parameter on the u-direction
- **v** (*float*) – parameter on the v-direction
- **order** (*integer*) – derivative order

**Returns**

A list SKL, where `SKL[k][l]` is the derivative of the surface  $S(u,v)$  w.r.t. u k times and v l times

**Return type**

list

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**evaluate(\*\*kwargs)**

Evaluates the surface.

The evaluated points are stored in [evalpts](#) property.

**Keyword arguments:**

- **start\_u**: start parameter on the u-direction
- **stop\_u**: stop parameter on the u-direction
- **start\_v**: start parameter on the v-direction
- **stop\_v**: stop parameter on the v-direction

The **start\_u**, **start\_v** and **stop\_u** and **stop\_v** parameters allow evaluation of a surface segment in the range `[start_u, stop_u][start_v, stop_v]` i.e. the surface will also be evaluated at the **stop\_u** and **stop\_v** parameter values.

The following examples illustrate the usage of the keyword arguments.

```
1  # Start evaluating in range u=[0, 0.7] and v=[0.1, 1]
2  surf.evaluate(stop_u=0.7, start_v=0.1)
3
4  # Start evaluating in range u=[0, 1] and v=[0.1, 0.3]
5  surf.evaluate(start_v=0.1, stop_v=0.3)
6
7  # Get the evaluated points
8  surface_points = surf.evalpts
```

**evaluate\_list(param\_list)**

Evaluates the surface for a given list of (u, v) parameters.

**Parameters**

**param\_list** (*list*, *tuple*) – list of parameter pairs (u, v)

**Returns**

evaluated surface point at the input parameter pairs

**Return type**

tuple

**evaluate\_single(param)**

Evaluates the surface at the input (u, v) parameter pair.

**Parameters**

**param** (*list*, *tuple*) – parameter pair (u, v)

**Returns**

evaluated surface point at the given parameter pair

**Return type**

list

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property faces**

Faces (triangles, quads, etc.) generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the faces

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**insert\_knot**(*u=None, v=None, \*\*kwargs*)

Inserts knot(s) on the u- or v-directions

**Keyword Arguments:**

- `num_u`: Number of knot insertions on the u-direction. *Default: 1*
- `num_v`: Number of knot insertions on the v-direction. *Default: 1*

**Parameters**

- `u` (*float*) – knot to be inserted on the u-direction
- `v` (*float*) – knot to be inserted on the v-direction

**property knotvector**

Knot vector for u- and v-directions

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**property knotvector\_u**

Knot vector for the u-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the u-direction

**Setter**

Sets knot vector for the u-direction

**Type**

list

**property knotvector\_v**

Knot vector for the v-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the v-direction

**Setter**

Sets knot vector for the v-direction

**Type**

list

**load(file\_name)**

Loads the surface from a pickled file.

Deprecated since version 5.2.4: Use `exchange.import_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be loaded

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str



**normal**(*parpos*, *\*\*kwargs*)

Evaluates the normal vector of the surface at the given parametric position(s).

**Parameters**

**parpos** (*list or tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

an array containing “point” and “vector” pairs

**Return type**

tuple

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(*value*)

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property order\_u**

Order for the u-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets order for the u-direction

**Setter**

Sets order for the u-direction

**Type**

int

**property order\_v**

Order for the v-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets surface order for the v-direction

**Setter**

Sets surface order for the v-direction

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True is the B-spline object is rational (NURBS)

**Type**

bool

**remove\_knot**(*u=None, v=None, \*\*kwargs*)

Inserts knot(s) on the u- or v-directions

**Keyword Arguments:**

- `num_u`: Number of knot removals on the u-direction. *Default: 1*

- `num_v`: Number of knot removals on the v-direction. *Default: 1*

#### Parameters

- `u` (*float*) – knot to be removed on the u-direction
- `v` (*float*) – knot to be removed on the v-direction

#### `render(**kwargs)`

Renders the surface using the visualization component.

The visualization component must be set using `vis` property before calling this method.

#### Keyword Arguments:

- `cpcolor`: sets the color of the control points grid
- `evalcolor`: sets the color of the surface
- `trimcolor`: sets the color of the trim curves
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `extras`: adds line plots to the figure. *Default: None*
- `colormap`: sets the colormap of the surface

The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```

1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]

```

Please note that `colormap` argument can only work with visualization classes that support colormaps. As an example, please see `VisMPL.VisSurfTriangle()` class documentation. This method expects a single colormap input.

#### Returns

the figure object

**reset(\*\*kwargs)**

Resets control points and/or evaluated points.

Keyword Arguments:

- **evalpts**: if True, then resets evaluated points
- **ctrlpts** if True, then resets control points

**property sample\_size**

Sample size for both u- and v-directions.

Sample size defines the number of surface points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size as a tuple of values corresponding to u- and v-directions

**Setter**

Sets sample size for both u- and v-directions

**Type**

int

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of surface points to generate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of surface points to generate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**save**(*file\_name*)

Saves the surface as a pickled file.

Deprecated since version 5.2.4: Use [exchange.export\\_json\(\)](#) instead.

**Parameters**

**file\_name** (*str*) – name of the file to be saved

**set\_ctrlpts**(*ctrlpts*, \**args*, \*\**kwargs*)

Sets the control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (x, y, z) coordinates.

This method also generates 2D control points in *[u][v]* format which can be accessed via [ctrlpts2d](#).

---

**Note:** The v index varies first. That is, a row of v control points for the first u value is found first. Then, the row of v control points for the next u value.

---

**Parameters**

**ctrlpts** (*list*) – input control points as a list of coordinates

**tangent**(*parpos*, \*\**kwargs*)

Evaluates the tangent vectors of the surface at the given parametric position(s).

**Parameters**

**parpos** (*list or tuple*) – parametric position(s) where the evaluation will be executed

**Returns**

an array containing “point” and “vector”s on u- and v-directions, respectively

**Return type**

tuple

**tessellate**(\*\**kwargs*)

Tessellates the surface.

Keyword arguments are directly passed to the tessellation component.

**property tessellator**

Tessellation component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the tessellation component

**Setter**

Sets the tessellation component

**transpose**()

Transposes the surface by swapping u and v parametric directions.

**property trims**

Curves for trimming the surface.

Surface trims are 2-dimensional curves which are introduced on the parametric space of the surfaces. Trim curves can be a spline curve, an analytic curve or a 2-dimensional freeform shape. To visualize the trimmed surfaces, you need to use a tessellator that supports trimming. The following code snippet illustrates changing the default surface tessellator to the trimmed surface tessellator, `tessellate.TrimTessellate`.

```

1 from geomdl import tessellate
2
3 # Assuming that "surf" variable stores the surface instance
4 surf.tessellator = tessellate.TrimTessellate()

```

In addition, using *trims* initialization argument of the visualization classes, trim curves can be visualized together with their underlying surfaces. Please refer to the visualization configuration class initialization arguments for more details.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the array of trim curves

**Setter**

Sets the array of trim curves

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vertices**

Vertices generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the vertices

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights vector.

**Getter**

Gets the weights vector

**Setter**

Sets the weights vector

**Type**

list

## NURBS Volume

Added in version 5.0.

```
class geomdl.NURBS.Volume(**kwargs)
```

Bases: [\*Volume\*](#)

Data storage and evaluation class for NURBS (rational) volumes.

The rational shapes have some minor differences between the non-rational ones. This class is designed to operate with weighted control points (Pw) as described in *The NURBS Book* by Piegl and Tiller. Therefore, it provides a different set of properties (i.e. getters and setters):

- `ctrlptsw`: 1-dimensional array of weighted control points
- `ctrlpts`: 1-dimensional array of control points
- `weights`: 1-dimensional array of weights

This class provides the following properties:

- `order_u`
- `order_v`
- `order_w`
- `degree_u`
- `degree_v`
- `degree_w`
- `knotvector_u`
- `knotvector_v`
- `knotvector_w`
- `ctrlptsw`
- `ctrlpts`
- `weights`
- `ctrlpts_size_u`
- `ctrlpts_size_v`
- `ctrlpts_size_w`
- `delta`
- `delta_u`
- `delta_v`
- `delta_w`
- `sample_size`

- `sample_size_u`
- `sample_size_v`
- `sample_size_w`
- `bbox`
- `name`
- `dimension`
- `vis`
- `evaluator`
- `rational`

**Keyword Arguments:**

- `precision`: number of decimal places to round to. *Default: 18*
- `normalize_kv`: activates knot vector normalization. *Default: True*
- `find_span_func`: sets knot span search implementation. *Default: `helpers.find_span_linear()`*
- `insert_knot_func`: sets knot insertion implementation. *Default: `operations.insert_knot()`*
- `remove_knot_func`: sets knot removal implementation. *Default: `operations.remove_knot()`*

Please refer to the [abstract.Volume\(\)](#) documentation for more details.

**add\_trim(trim)**

Adds a trim to the volume.

[trims](#) uses this method to add trims to the volume.

**Parameters**

**trim** ([abstract.Surface](#)) – trimming surface

**property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box

**Type**

tuple

**property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points



**Type**  
list

**property ctrlpts**

1-dimensional array of control points (P).

This property sets and gets the control points in 1-D.

**Getter**  
Gets unweighted control points. Use [weights](#) to get weights vector.

**Setter**  
Sets unweighted control points.

**Type**  
list

**property ctrlpts\_size**

Total number of control points.

**Getter**  
Gets the total number of control points

**Type**  
int

**property ctrlpts\_size\_u**

Number of control points for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets number of control points for the u-direction

**Setter**  
Sets number of control points for the u-direction

**property ctrlpts\_size\_v**

Number of control points for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets number of control points for the v-direction

**Setter**  
Sets number of control points for the v-direction

**property ctrlpts\_size\_w**

Number of control points for the w-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets number of control points for the w-direction

**Setter**  
Sets number of control points for the w-direction

**property ctrlptsw**

1-dimensional array of weighted control points (Pw).

Weighted control points are in (x\*w, y\*w, z\*w, w) format; where x,y,z are the coordinates and w is the weight.

This property sets and gets the control points in 1-D.

**Getter**

Gets weighted control points

**Setter**

Sets weighted control points

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree for u-, v- and w-directions

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

list

**property degree\_u**

Degree for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the u-direction

**Setter**

Sets degree for the u-direction

**Type**

int

**property degree\_v**

Degree for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the v-direction

**Setter**

Sets degree for the v-direction

**Type**

int

**property degree\_w**

Degree for the w-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the w-direction

**Setter**

Sets degree for the w-direction

**Type**  
int

### property delta

Evaluation delta for u-, v- and w-directions.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta` and `sample_size` properties correspond to the same variable with different descriptions. Therefore, setting `delta` will also set `sample_size`.

The following figure illustrates the working principles of the delta property:

$$[u_0, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets evaluation delta as a tuple of values corresponding to u-, v- and w-directions

#### Setter

Sets evaluation delta for u-, v- and w-directions

**Type**  
float

### property delta\_u

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets evaluation delta for the u-direction

#### Setter

Sets evaluation delta for the u-direction

**Type**  
float

### property delta\_v

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets evaluation delta for the v-direction

**Setter**

Sets evaluation delta for the v-direction

**Type**

float

**property delta\_w**

Evaluation delta for the w-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_w` and `sample_size_w` properties correspond to the same variable with different descriptions. Therefore, setting `delta_w` will also set `sample_size_w`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the w-direction

**Setter**

Sets evaluation delta for the w-direction

**Type**

float

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**evaluate(\*\*kwargs)**

Evaluates the volume.

The evaluated points are stored in `evalpts` property.

**Keyword arguments:**

- `start_u`: start parameter on the u-direction
- `stop_u`: stop parameter on the u-direction
- `start_v`: start parameter on the v-direction
- `stop_v`: stop parameter on the v-direction
- `start_w`: start parameter on the w-direction
- `stop_w`: stop parameter on the w-direction

**evaluate\_list**(*param\_list*)

Evaluates the volume for a given list of (u, v, w) parameters.

**Parameters**

**param\_list** (*list*, *tuple*) – list of parameters in format (u, v, w)

**Returns**

evaluated surface point at the input parameter pairs

**Return type**

tuple

**evaluate\_single**(*param*)

Evaluates the volume at the input (u, v, w) parameter.

**Parameters**

**param** (*list*, *tuple*) – parameter (u, v, w)

**Returns**

evaluated surface point at the given parameter pair

**Return type**

list

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**  
int

**insert\_knot**(*u=None, v=None, w=None, \*\*kwargs*)

Inserts knot(s) on the u-, v- and w-directions

**Keyword Arguments:**

- **num\_u**: Number of knot insertions on the u-direction. *Default: 1*
- **num\_v**: Number of knot insertions on the v-direction. *Default: 1*
- **num\_w**: Number of knot insertions on the w-direction. *Default: 1*

**Parameters**

- **u** (*float*) – knot to be inserted on the u-direction
- **v** (*float*) – knot to be inserted on the v-direction
- **w** (*float*) – knot to be inserted on the w-direction

**property knotvector**

Knot vector for u-, v- and w-directions

**Getter**  
Gets the knot vector

**Setter**  
Sets the knot vector

**Type**  
list

**property knotvector\_u**

Knot vector for the u-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets knot vector for the u-direction

**Setter**  
Sets knot vector for the u-direction

**Type**  
list

**property knotvector\_v**

Knot vector for the v-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets knot vector for the v-direction

**Setter**  
Sets knot vector for the v-direction

**Type**  
list

**property knotvector\_w**

Knot vector for the w-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets knot vector for the w-direction

**Setter**  
Sets knot vector for the w-direction

**Type**  
list

**load(file\_name)**

Loads the volume from a pickled file.

Deprecated since version 5.2.4: Use `exchange.import_json()` instead.

**Parameters**  
**file\_name** (*str*) – name of the file to be loaded

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the object name

**Setter**  
Sets the object name

**Type**  
str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in `key => value` format, where `key` is string, `value` is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}
```

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```
geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the [opt](#) property.

**Parameters**

**value** (*str*) – a key in the [opt](#) property

**Returns**

the corresponding value, if the key exists. `None`, otherwise.

**property order\_u**

Order for the u-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for u-direction

**Setter**

Sets the surface order for u-direction

**Type**

int

**property order\_v**

Order for the v-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for v-direction

**Setter**

Sets the surface order for v-direction

**Type**

int

**property order\_w**

Order for the w-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.



**Getter**

Gets the surface order for v-direction

**Setter**

Sets the surface order for v-direction

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True is the B-spline object is rational (NURBS)

**Type**

bool

**remove\_knot**(*u=None, v=None, w=None, \*\*kwargs*)

Inserts knot(s) on the u-, v- and w-directions

**Keyword Arguments:**

- **num\_u**: Number of knot removals on the u-direction. *Default: 1*
- **num\_v**: Number of knot removals on the v-direction. *Default: 1*
- **num\_w**: Number of knot removals on the w-direction. *Default: 1*

**Parameters**

- **u** (*float*) – knot to be removed on the u-direction
- **v** (*float*) – knot to be removed on the v-direction
- **w** (*float*) – knot to be removed on the w-direction

**render**(*\*\*kwargs*)

Renders the volume using the visualization component.

The visualization component must be set using [vis](#) property before calling this method.

**Keyword Arguments:**

- `cpcolor`: sets the color of the control points
- `evalcolor`: sets the color of the volume
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `grid_size`: grid size for voxelization. *Default: (8, 8, 8)*
- `use_cubes`: use cube voxels instead of cuboid ones. *Default: False*
- `num_procs`: number of concurrent processes for voxelization. *Default: 1*

The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is False, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```
1  [  
2      dict( # line plot 1  
3          points=[[1, 2, 3], [4, 5, 6]], # list of points  
4          name="My line Plot 1", # name displayed on the legend  
5          color="red", # color of the line plot  
6          size=6.5 # size of the line plot  
7      ),  
8      dict( # line plot 2  
9          points=[[7, 8, 9], [10, 11, 12]], # list of points  
10         name="My line Plot 2", # name displayed on the legend  
11         color="navy", # color of the line plot  
12         size=12.5 # size of the line plot  
13     )  
14 ]
```

**Returns**

the figure object

**reset(\*\*kwargs)**

Resets control points and/or evaluated points.

Keyword Arguments:

- `evalpts`: if True, then resets the evaluated points
- `ctrlpts` if True, then resets the control points

**property sample\_size**

Sample size for both u- and v-directions.

Sample size defines the number of surface points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size as a tuple of values corresponding to u-, v- and w-directions

**Setter**

Sets sample size value for both u-, v- and w-directions

**Type**

int

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**property sample\_size\_w**

Sample size for the w-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_w` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the w-direction

**Setter**

Sets sample size for the w-direction

**Type**

int

**save(*file\_name*)**

Saves the volume as a pickled file.

Deprecated since version 5.2.4: Use `exchange.export_json()` instead.

**Parameters**

**file\_name** (*str*) – name of the file to be saved

**set\_ctrlpts**(*ctrlpts*, \**args*, \*\**kwargs*)

Sets the control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (*x*, *y*, *z*) coordinates.

**Parameters**

- **ctrlpts** (*list*) – input control points as a list of coordinates
- **args** (*tuple[int, int, int]*) – number of control points corresponding to each parametric dimension

**property trims**

Trimming surfaces.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the array of trim surfaces

**Setter**

Sets the array of trim surfaces

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights vector.

**Getter**

Gets the weights vector

**Setter**

Sets the weights vector

**Type**  
list

### 17.1.3 Freeform Geometry

Added in version 5.2.

`freeform` module provides classes for representing freeform geometry objects.

*Freeform* class provides a basis for storing freeform geometries. The points of the geometry can be set via the *evaluate()* method using a keyword argument.

#### Inheritance Diagram



#### Class Reference

**class** `geomdl.freeform.Freeform(**kwargs)`

Bases: *Geometry*

n-dimensional freeform geometry

##### **property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

##### **property dimension**

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

##### **Type**

int

##### **property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the coordinates of the evaluated points

##### **Type**

list

**evaluate**(\*\**kwards*)

Sets points that form the geometry.

**Keyword Arguments:**

- **points:** sets the points

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(*value*)

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

*str*

## 17.1.4 Geometry Containers

The *multi* module provides specialized geometry containers. A container is a holder object that stores a collection of other objects, i.e. its elements. In NURBS-Python, containers can be generated as a result of

- A geometric operation, such as **splitting**
- File import, e.g. reading a file or a set of files containing multiple surfaces

The *multi* module contains the following classes:

- *AbstractContainer* abstract base class for containers
- *CurveContainer* for storing multiple curves
- *SurfaceContainer* for storing multiple surfaces
- *VolumeContainer* for storing multiple volumes

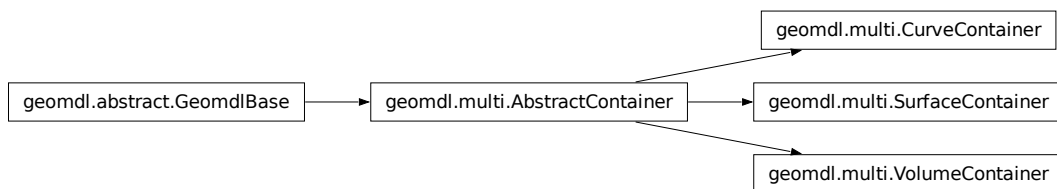
### How to Use

These containers can be used for many purposes, such as visualization of a multi-component geometry or file export. For instance, the following figure shows a heart valve with 3 leaflets:



Each leaflet is a NURBS surface added to a [SurfaceContainer](#) and rendered via Matplotlib visualization module. It is possible to input a list of colors to the `render` method, otherwise it will automatically pick an arbitrary color.

### Inheritance Diagram





## Abstract Container

**class** geomdl.multi.**AbstractContainer**(\*args, \*\*kwargs)

Bases: [GeomdlBase](#)

Abstract class for geometry containers.

This class implements Python Iterator Protocol and therefore any instance of this class can be directly used in a for loop.

This class provides the following properties:

- *type* = container
- *id*
- *name*
- *dimension*
- *opt*
- *pdimension*
- *evalpts*
- *bbox*
- *vis*
- *delta*
- *sample\_size*

**add**(*element*)

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

**Parameters**

**element** – geometry object

**append**(*element*)

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

**Parameters**

**element** – geometry object

**property** **bbox**

Bounding box.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box of all contained geometries

**property** **data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

### property delta

Evaluation delta (for all parametric directions).

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta value, smoother the shape.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the delta value

#### Setter

Sets the delta value

### property dimension

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the spatial dimension, e.g. 2D, 3D, etc.

#### Type

int

### property evalpts

Evaluated points.

Since there are multiple geometry objects contained in the multi objects, the evaluated points will be returned in the format of list of individual evaluated points which is also a list of Cartesian coordinates.

The following code example illustrates these details:

```

1 multi_obj = multi.SurfaceContainer() # it can also be multi.CurveContainer()
2 # Add geometries to multi_obj via multi_obj.add() method
3 # Then, the following loop will print all the evaluated points of the Multi_
  ↪ object
4 for idx, mpt in enumerate(multi_obj.evalpts):
5     print("Shape", idx+1, "contains", len(mpt), "points. These points are:")
6     for pt in mpt:
7         line = ", ".join([str(p) for p in pt])
8         print(line)

```

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the evaluated points of all contained geometries

### property id

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the object ID

#### Setter

Sets the object ID

**Type**  
int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the object name

**Setter**  
Sets the object name

**Type**  
str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in `key => value` format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the dict

**Setter**  
Adds key and value pair to the dict

**Deleter**  
Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the `opt` property.

**Parameters**  
**value** (str) – a key in the `opt` property

**Returns**  
the corresponding value, if the key exists. `None`, otherwise.

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**abstract render(\*\*kwargs)**

Renders plots using the visualization component.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**reset()**

Resets the cache.

**property sample\_size**

Sample size (for all parametric directions).

Sample size defines the number of points to evaluate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size

**Setter**

Sets sample size

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

## Curve Container

**class** `geomdl.multi.CurveContainer(*args, **kwargs)`

Bases: *AbstractContainer*

Container class for storing multiple curves.

This class implements Python Iterator Protocol and therefore any instance of this class can be directly used in a for loop.

This class provides the following properties:

- *type* = container
- *id*
- *name*
- *dimension*
- *opt*
- *pdimension*
- *evalpts*
- *bbox*
- *vis*
- *delta*
- *sample\_size*

The following code example illustrates the usage of the Python properties:

```
# Create a multi-curve container instance
mcrv = multi.CurveContainer()

# Add single or multi curves to the multi container using mcrv.add() command
# Addition operator, e.g. mcrv1 + mcrv2, also works

# Set the evaluation delta of the multi-curve
mcrv.delta = 0.05

# Get the evaluated points
curve_points = mcrv.evalpts
```

**add**(*element*)

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

**Parameters**

**element** – geometry object

**append**(*element*)

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

**Parameters**

**element** – geometry object

#### property bbox

Bounding box.

Please refer to the [wiki](#) for details on using this class member.

##### Getter

Gets the bounding box of all contained geometries

#### property data

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

#### property delta

Evaluation delta (for all parametric directions).

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta value, smoother the shape.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

##### Getter

Gets the delta value

##### Setter

Sets the delta value

#### property dimension

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

##### Getter

Gets the spatial dimension, e.g. 2D, 3D, etc.

##### Type

int

#### property evalpts

Evaluated points.

Since there are multiple geometry objects contained in the multi objects, the evaluated points will be returned in the format of list of individual evaluated points which is also a list of Cartesian coordinates.

The following code example illustrates these details:

```

1 multi_obj = multi.SurfaceContainer() # it can also be multi.CurveContainer()
2 # Add geometries to multi_obj via multi_obj.add() method
3 # Then, the following loop will print all the evaluated points of the Multi-
  ↪ object
4 for idx, mpt in enumerate(multi_obj.evalpts):
5     print("Shape", idx+1, "contains", len(mpt), "points. These points are:")
6     for pt in mpt:
7         line = ", ".join([str(p) for p in pt])
8         print(line)

```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the evaluated points of all contained geometries

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(value)

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**render**(\*\*kwargs)

Renders the curves.

The visualization component must be set using *vis* property before calling this method.

Keyword Arguments:

- **cpcolor**: sets the color of the control points grid
- **evalcolor**: sets the color of the surface
- **filename**: saves the plot with the input name
- **plot**: controls plot window visibility. *Default: True*
- **animate**: activates animation (if supported). *Default: False*
- **delta**: if True, the evaluation delta of the container object will be used. *Default: True*
- **reset\_names**: resets the name of the curves inside the container. *Default: False*

The **cpcolor** and **evalcolor** arguments can be a string or a list of strings corresponding to the color values. Both arguments are processed separately, e.g. **cpcolor** can be a string whereas **evalcolor** can be a list or a tuple, or vice versa. A single string value sets the color to the same value. List input allows customization over the color values. If none provided, a random color will be selected.

The **plot** argument is useful when you would like to work on the command line without any window context. If **plot** flag is False, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

**reset**()

Resets the cache.

**property sample\_size**

Sample size (for all parametric directions).

Sample size defines the number of points to evaluate. It also sets the **delta** property.



The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size

**Setter**

Sets sample size

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

## Surface Container

**class** geomdl.multi.**SurfaceContainer**(\*args, \*\*kwargs)

Bases: *AbstractContainer*

Container class for storing multiple surfaces.

This class implements Python Iterator Protocol and therefore any instance of this class can be directly used in a for loop.

This class provides the following properties:

- *type* = container
- *id*
- *name*
- *dimension*
- *opt*
- *pdimension*
- *evalpts*
- *bbox*
- *vis*

- `delta`
- `delta_u`
- `delta_v`
- `sample_size`
- `sample_size_u`
- `sample_size_v`
- `tessellator`
- `vertices`
- `faces`

The following code example illustrates the usage of these Python properties:

```
# Create a multi-surface container instance
msurf = multi.SurfaceContainer()

# Add single or multi surfaces to the multi container using msurf.add() command
# Addition operator, e.g. msurf1 + msurf2, also works

# Set the evaluation delta of the multi-surface
msurf.delta = 0.05

# Get the evaluated points
surface_points = msurf.evalpts
```

#### **add(*element*)**

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

##### **Parameters**

**element** – geometry object

#### **append(*element*)**

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

##### **Parameters**

**element** – geometry object

#### **property bbox**

Bounding box.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the bounding box of all contained geometries

#### **property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property delta**

Evaluation delta (for all parametric directions).

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta value, smoother the shape.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value

**Setter**

Sets the delta value

**property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta, smoother the shape.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value for the u-direction

**Setter**

Sets the delta value for the u-direction

**Type**

float

**property delta\_v**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta, smoother the shape.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value for the v-direction

**Setter**

Sets the delta value for the v-direction

**Type**

float

**property dimension**

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property evalpts**

Evaluated points.

Since there are multiple geometry objects contained in the multi objects, the evaluated points will be returned in the format of list of individual evaluated points which is also a list of Cartesian coordinates.

The following code example illustrates these details:

```

1 multi_obj = multi.SurfaceContainer() # it can also be multi.CurveContainer()
2 # Add geometries to multi_obj via multi_obj.add() method
3 # Then, the following loop will print all the evaluated points of the Multi_
  ↳ object
4 for idx, mpt in enumerate(multi_obj.evalpts):
5     print("Shape", idx+1, "contains", len(mpt), "points. These points are:")
6     for pt in mpt:
7         line = ", ".join([str(p) for p in pt])
8         print(line)

```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the evaluated points of all contained geometries

**property faces**

Faces (triangles, quads, etc.) generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the faces

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (str) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. None, otherwise.

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**render(\*\*kwargs)**

Renders the surfaces.

The visualization component must be set using *vis* property before calling this method.

**Keyword Arguments:**

- `cpcolor`: sets the color of the control points grids
- `evalcolor`: sets the color of the surface
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `colormap`: sets the colormap of the surfaces
- `delta`: if True, the evaluation delta of the container object will be used. *Default: True*
- `reset_names`: resets the name of the surfaces inside the container. *Default: False*
- `num_procs`: number of concurrent processes for rendering the surfaces. *Default: 1*

The `cpcolor` and `evalcolor` arguments can be a string or a list of strings corresponding to the color values. Both arguments are processed separately, e.g. `cpcolor` can be a string whereas `evalcolor` can be a list or a tuple, or vice versa. A single string value sets the color to the same value. List input allows customization over the color values. If none provided, a random color will be selected.

The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is False, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

Please note that `colormap` argument can only work with visualization classes that support colormaps. As an example, please see `VisMPL.VisSurfTriangle()` class documentation. This method expects multiple colormap inputs as a list or tuple, preferable the input list size is the same as the number of surfaces contained in the class. In the case of number of surfaces is bigger than number of input colormaps, this method will automatically assign a random color for the remaining surfaces.

**reset()**

Resets the cache.

**property sample\_size**

Sample size (for all parametric directions).

Sample size defines the number of points to evaluate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size

**Setter**

Sets sample size

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of points to evaluate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of points to evaluate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**tessellate(\*\*kwargs)**

Tessellates the surfaces inside the container.

Keyword arguments are directly passed to the tessellation component.

The following code snippet illustrates getting the vertices and faces of the surfaces inside the container:

```

1  # Tessellate the surfaces inside the container
2  surf_container.tessellate()
3
4  # Vertices and faces are stored inside the tessellator component
5  tsl = surf_container.tessellator
6
7  # Loop through all tessellator components
8  for t in tsl:
9      # Get the vertices
10     vertices = t.tessellator.vertices
11     # Get the faces (triangles, quads, etc.)
12     faces = t.tessellator.faces

```

**Keyword Arguments:**

- `num_procs`: number of concurrent processes for tessellating the surfaces. *Default: 1*
- `delta`: if True, the evaluation delta of the container object will be used. *Default: True*
- `force`: flag to force tessellation. *Default: False*

**property tessellator**

Tessellation component of the surfaces inside the container.

Please refer to [Tessellation](#) documentation for details.

```
1 from geomdl import multi
2 from geomdl import tessellate
3
4 # Create the surface container
5 surf_container = multi.SurfaceContainer(surf_list)
6
7 # Set tessellator component
8 surf_container.tessellator = tessellate.TrimTessellate()
```

**Getter**

gets the tessellation component

**Setter**

sets the tessellation component

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vertices**

Vertices generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the vertices

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

## Volume Container

```
class geomdl.multi.VolumeContainer(*args, **kwargs)
```

Bases: [AbstractContainer](#)

Container class for storing multiple volumes.

This class implements Python Iterator Protocol and therefore any instance of this class can be directly used in a for loop.

This class provides the following properties:

- [type](#)



- *id*
- *name*
- *dimension*
- *opt*
- *pdimension*
- *evalpts*
- *bbox*
- *vis*
- *delta*
- *delta\_u*
- *delta\_v*
- *delta\_w*
- *sample\_size*
- *sample\_size\_u*
- *sample\_size\_v*
- *sample\_size\_w*

The following code example illustrates the usage of these Python properties:

```
# Create a multi-volume container instance
mvol = multi.VolumeContainer()

# Add single or multi volumes to the multi container using mvol.add() command
# Addition operator, e.g. mvol1 + mvol2, also works

# Set the evaluation delta of the multi-volume
mvol.delta = 0.05

# Get the evaluated points
volume_points = mvol.evalpts
```

#### **add(*element*)**

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

##### **Parameters**

**element** – geometry object

#### **append(*element*)**

Adds geometry objects to the container.

The input can be a single geometry, a list of geometry objects or a geometry container object.

##### **Parameters**

**element** – geometry object

**property bbox**

Bounding box.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box of all contained geometries

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property delta**

Evaluation delta (for all parametric directions).

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta value, smoother the shape.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value

**Setter**

Sets the delta value

**property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta, smoother the shape.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value for the u-direction

**Setter**

Sets the delta value for the u-direction

**Type**

float

**property delta\_v**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta, smoother the shape.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value for the v-direction

**Setter**

Sets the delta value for the v-direction

**Type**

float

**property delta\_w**

Evaluation delta for the w-direction.

Evaluation delta corresponds to the *step size*. Decreasing the step size results in evaluation of more points. Therefore; smaller the delta, smoother the shape.

Please note that `delta_w` and `sample_size_w` properties correspond to the same variable with different descriptions. Therefore, setting `delta_w` will also set `sample_size_w`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value for the w-direction

**Setter**

Sets the delta value for the w-direction

**Type**

float

**property dimension**

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property evalpts**

Evaluated points.

Since there are multiple geometry objects contained in the multi objects, the evaluated points will be returned in the format of list of individual evaluated points which is also a list of Cartesian coordinates.

The following code example illustrates these details:

```

1 multi_obj = multi.SurfaceContainer() # it can also be multi.CurveContainer()
2 # Add geometries to multi_obj via multi_obj.add() method
3 # Then, the following loop will print all the evaluated points of the Multi_
  ↪ object
4 for idx, mpt in enumerate(multi_obj.evalpts):
5     print("Shape", idx+1, "contains", len(mpt), "points. These points are:")
6     for pt in mpt:
7         line = ", ".join([str(p) for p in pt])
8         print(line)

```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the evaluated points of all contained geometries

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(*value*)

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**render**(\*\**kwargs*)

Renders the volumes.

The visualization component must be set using *vis* property before calling this method.

**Keyword Arguments:**

- **cpcolor**: sets the color of the control points plot
- **evalcolor**: sets the color of the volume
- **filename**: saves the plot with the input name
- **plot**: controls plot window visibility. *Default: True*
- **animate**: activates animation (if supported). *Default: False*
- **delta**: if True, the evaluation delta of the container object will be used. *Default: True*
- **reset\_names**: resets the name of the volumes inside the container. *Default: False*
- **grid\_size**: grid size for voxelization. *Default: (16, 16, 16)*
- **num\_procs**: number of concurrent processes for voxelization. *Default: 1*

The **cpcolor** and **evalcolor** arguments can be a string or a list of strings corresponding to the color values. Both arguments are processed separately, e.g. **cpcolor** can be a string whereas **evalcolor** can be a list or a tuple, or vice versa. A single string value sets the color to the same value. List input allows customization over the color values. If none provided, a random color will be selected.

The **plot** argument is useful when you would like to work on the command line without any window context. If **plot** flag is False, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

**reset**()

Resets the cache.

**property sample\_size**

Sample size (for all parametric directions).

Sample size defines the number of points to evaluate. It also sets the **delta** property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size

**Setter**

Sets sample size

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of points to evaluate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of points to evaluate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**property sample\_size\_w**

Sample size for the w-direction.

Sample size defines the number of points to evaluate. It also sets the `delta_w` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the w-direction

**Setter**

Sets sample size for the w-direction

**Type**

int

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

The following is the list of the features and geometric operations included in the library:

### 17.1.5 Geometric Operations

This module provides common geometric operations for curves and surfaces. It includes the following operations:

- Knot insertion, removal and refinement
- Curve and surface splitting / Bézier decomposition
- Tangent, normal and binormal evaluations
- Hodograph curve and surface computations
- Translation, rotation and scaling

#### Function Reference

`geomdl.operations.add_dimension(obj, **kwargs)`

Elevates the spatial dimension of the spline geometry.

If you pass `inplace=True` keyword argument, the input will be updated. Otherwise, this function does not change the input but returns a new instance with the updated data.

**Parameters**

`obj` ([abstract.SplineGeometry](#)) – spline geometry

**Returns**

updated spline geometry

**Return type**

[abstract.SplineGeometry](#)

`geomdl.operations.decompose_curve(obj, **kwargs)`

Decomposes the curve into Bezier curve segments of the same degree.

This operation does not modify the input curve, instead it returns the split curve segments.

**Keyword Arguments:**

- `find_span_func`: FindSpan implementation. *Default:* `helpers.find_span_linear()`
- `insert_knot_func`: knot insertion algorithm implementation. *Default:* `operations.insert_knot()`

**Parameters**

`obj` (`abstract.Curve`) – Curve to be decomposed

**Returns**

a list of Bezier segments

**Return type**

list

`geomdl.operations.decompose_surface(obj, **kwargs)`

Decomposes the surface into Bezier surface patches of the same degree.

This operation does not modify the input surface, instead it returns the surface patches.

**Keyword Arguments:**

- `find_span_func`: FindSpan implementation. *Default:* `helpers.find_span_linear()`
- `insert_knot_func`: knot insertion algorithm implementation. *Default:* `operations.insert_knot()`

**Parameters**

`obj` (`abstract.Surface`) – surface

**Returns**

a list of Bezier patches

**Return type**

list

`geomdl.operations.derivative_curve(obj)`

Computes the hodograph (first derivative) curve of the input curve.

This function constructs the hodograph (first derivative) curve from the input curve by computing the degrees, knot vectors and the control points of the derivative curve.

**Parameters**

`obj` (`abstract.Curve`) – input curve

**Returns**

derivative curve

`geomdl.operations.derivative_surface(obj)`

Computes the hodograph (first derivative) surface of the input surface.

This function constructs the hodograph (first derivative) surface from the input surface by computing the degrees, knot vectors and the control points of the derivative surface.

The return value of this function is a tuple containing the following derivative surfaces in the given order:

- U-derivative surface (derivative taken only on the u-direction)
- V-derivative surface (derivative taken only on the v-direction)
- UV-derivative surface (derivative taken on both the u- and the v-direction)



**Parameters**

**obj** (`abstract.Surface`) – input surface

**Returns**

derivative surfaces w.r.t. *u*, *v* and both *u-v*

**Return type**

tuple

`geomdl.operations.find_ctrlpts(obj, u, v=None, **kwargs)`

Finds the control points involved in the evaluation of the curve/surface point defined by the input parameter(s).

**Parameters**

- **obj** (`abstract.Curve` or `abstract.Surface`) – curve or surface
- **u** (`float`) – parameter (for curve), parameter on the *u*-direction (for surface)
- **v** (`float`) – parameter on the *v*-direction (for surface only)

**Returns**

control points; 1-dimensional array for curve, 2-dimensional array for surface

**Return type**

list

`geomdl.operations.flip(surf, **kwargs)`

Flips the control points grid of the input surface(s).

**Keyword Arguments:**

- **inplace**: if `False`, operation applied to a copy of the object. *Default: False*

**Parameters**

**surf** (`abstract.Surface`, `multi.SurfaceContainer`) – input surface(s)

**Returns**

flipped surface(s)

`geomdl.operations.insert_knot(obj, param, num, **kwargs)`

Inserts knots *n*-times to a spline geometry.

The following code snippet illustrates the usage of this function:

```
# Insert knot u=0.5 to a curve 2 times
operations.insert_knot(curve, [0.5], [2])

# Insert knot v=0.25 to a surface 1 time
operations.insert_knot(surface, [None, 0.25], [0, 1])

# Insert knots u=0.75, v=0.25 to a surface 2 and 1 times, respectively
operations.insert_knot(surface, [0.75, 0.25], [2, 1])

# Insert knot w=0.5 to a volume 1 time
operations.insert_knot(volume, [None, None, 0.5], [0, 0, 1])
```

Please note that input spline geometry object will always be updated if the knot insertion operation is successful.

**Keyword Arguments:**

- **check\_num**: enables/disables operation validity checks. *Default: True*

#### Parameters

- **obj** (`abstract.SplineGeometry`) – spline geometry
- **param** (`list`, `tuple`) – knot(s) to be inserted in [u, v, w] format
- **num** (`list`, `tuple`) – number of knot insertions in [num\_u, num\_v, num\_w] format

#### Returns

updated spline geometry

`geomdl.operations.length_curve(obj)`

Computes the approximate length of the parametric curve.

Uses the following equation to compute the approximate length:

$$\sum_{i=0}^{n-1} \sqrt{P_{i+1}^2 - P_i^2}$$

where  $n$  is number of evaluated curve points and  $P$  is the  $n$ -dimensional point.

#### Parameters

**obj** (`abstract.Curve`) – input curve

#### Returns

length

#### Return type

float

`geomdl.operations.normal(obj, params, **kwargs)`

Evaluates the normal vector of the curves or surfaces at the input parameter values.

This function is designed to evaluate normal vectors of the B-Spline and NURBS shapes at single or multiple parameter positions.

#### Parameters

- **obj** (`abstract.Curve` or `abstract.Surface`) – input geometry
- **params** (`float`, `list` or `tuple`) – parameters

#### Returns

a list containing “point” and “vector” pairs

#### Return type

tuple

`geomdl.operations.refine_knotvector(obj, param, **kwargs)`

Refines the knot vector(s) of a spline geometry.

The following code snippet illustrates the usage of this function:

```
# Refines the knot vector of a curve
operations.refine_knotvector(curve, [1])

# Refines the knot vector on the v-direction of a surface
operations.refine_knotvector(surface, [0, 1])

# Refines the both knot vectors of a surface
operations.refine_knotvector(surface, [1, 1])
```

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```
# Refines the knot vector on the w-direction of a volume
operations.refine_knotvector(volume, [0, 0, 1])
```

The values of `param` argument can be used to set the *knot refinement density*. If *density* is bigger than 1, then the algorithm finds the middle knots in each internal knot span to increase the number of knots to be refined.

**Example:** Let the degree is 2 and the knot vector to be refined is `[0, 2, 4]` with the superfluous knots from the start and end are removed. Knot vectors with the changing density (`d`) value will be:

- `d = 1`, knot vector `[0, 1, 1, 2, 2, 3, 3, 4]`
- `d = 2`, knot vector `[0, 0.5, 0.5, 1, 1, 1.5, 1.5, 2, 2, 2.5, 2.5, 3, 3, 3.5, 3.5, 4]`

The following code snippet illustrates the usage of knot refinement densities:

```
# Refines the knot vector of a curve with density = 3
operations.refine_knotvector(curve, [3])

# Refines the knot vectors of a surface with density for
# u-dir = 2 and v-dir = 3
operations.refine_knotvector(surface, [2, 3])

# Refines only the knot vector on the v-direction of a surface with density = 1
operations.refine_knotvector(surface, [0, 1])

# Refines the knot vectors of a volume with density for
# u-dir = 1, v-dir = 3 and w-dir = 2
operations.refine_knotvector(volume, [1, 3, 2])
```

Please refer to `helpers.knot_refinement()` function for more usage options.

#### Keyword Arguments:

- `check_num`: enables/disables operation validity checks. *Default: True*

#### Parameters

- `obj` (`abstract.SplineGeometry`) – spline geometry
- `param` (`list`, `tuple`) – parametric dimensions to be refined in `[u, v, w]` format

#### Returns

updated spline geometry

```
geomdl.operations.remove_knot(obj, param, num, **kwargs)
```

Removes knots `n`-times from a spline geometry.

The following code snippet illustrates the usage of this function:

```
# Remove knot u=0.5 from a curve 2 times
operations.remove_knot(curve, [0.5], [2])

# Remove knot v=0.25 from a surface 1 time
operations.remove_knot(surface, [None, 0.25], [0, 1])

# Remove knots u=0.75, v=0.25 from a surface 2 and 1 times, respectively
```

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```
operations.remove_knot(surface, [0.75, 0.25], [2, 1])

# Remove knot w=0.5 from a volume 1 time
operations.remove_knot(volume, [None, None, 0.5], [0, 0, 1])
```

Please note that input spline geometry object will always be updated if the knot removal operation is successful.

**Keyword Arguments:**

- `check_num`: enables/disables operation validity checks. *Default: True*

**Parameters**

- `obj` (`abstract.SplineGeometry`) – spline geometry
- `param` (`list`, `tuple`) – knot(s) to be removed in [u, v, w] format
- `num` (`list`, `tuple`) – number of knot removals in [num\_u, num\_v, num\_w] format

**Returns**

updated spline geometry

`geomdl.operations.rotate(obj, angle, **kwargs)`

Rotates curves, surfaces or volumes about the chosen axis.

**Keyword Arguments:**

- `axis`: rotation axis; x, y, z correspond to 0, 1, 2 respectively. *Default: 2*
- `inplace`: if False, operation applied to a copy of the object. *Default: False*

**Parameters**

- `obj` (`abstract.SplineGeometry`, `multi.AbstractGeometry`) – input geometry
- `angle` (`float`) – angle of rotation (in degrees)

**Returns**

rotated geometry object

`geomdl.operations.scale(obj, multiplier, **kwargs)`

Scales curves, surfaces or volumes by the input multiplier.

**Keyword Arguments:**

- `inplace`: if False, operation applied to a copy of the object. *Default: False*

**Parameters**

- `obj` (`abstract.SplineGeometry`, `multi.AbstractGeometry`) – input geometry
- `multiplier` (`float`) – scaling multiplier

**Returns**

scaled geometry object

`geomdl.operations.split_curve(obj, param, **kwargs)`

Splits the curve at the input parametric coordinate.

This method splits the curve into two pieces at the given parametric coordinate, generates two different curve objects and returns them. It does not modify the input curve.

**Keyword Arguments:**

- `find_span_func`: FindSpan implementation. *Default:* `helpers.find_span_linear()`
- `insert_knot_func`: knot insertion algorithm implementation. *Default:* `operations.insert_knot()`

**Parameters**

- `obj` (`abstract.Curve`) – Curve to be split
- `param` (`float`) – parameter

**Returns**

a list of curve segments

**Return type**

list

`geomdl.operations.split_surface_u(obj, param, **kwargs)`

Splits the surface at the input parametric coordinate on the u-direction.

This method splits the surface into two pieces at the given parametric coordinate on the u-direction, generates two different surface objects and returns them. It does not modify the input surface.

**Keyword Arguments:**

- `find_span_func`: FindSpan implementation. *Default:* `helpers.find_span_linear()`
- `insert_knot_func`: knot insertion algorithm implementation. *Default:* `operations.insert_knot()`

**Parameters**

- `obj` (`abstract.Surface`) – surface
- `param` (`float`) – parameter for the u-direction

**Returns**

a list of surface patches

**Return type**

list

`geomdl.operations.split_surface_v(obj, param, **kwargs)`

Splits the surface at the input parametric coordinate on the v-direction.

This method splits the surface into two pieces at the given parametric coordinate on the v-direction, generates two different surface objects and returns them. It does not modify the input surface.

**Keyword Arguments:**

- `find_span_func`: FindSpan implementation. *Default:* `helpers.find_span_linear()`
- `insert_knot_func`: knot insertion algorithm implementation. *Default:* `operations.insert_knot()`

**Parameters**

- `obj` (`abstract.Surface`) – surface
- `param` (`float`) – parameter for the v-direction

**Returns**

a list of surface patches

**Return type**

list

`geomdl.operations.tangent(obj, params, **kwargs)`

Evaluates the tangent vector of the curves or surfaces at the input parameter values.

This function is designed to evaluate tangent vectors of the B-Spline and NURBS shapes at single or multiple parameter positions.

**Parameters**

- **obj** (`abstract.Curve` or `abstract.Surface`) – input shape
- **params** (`float`, `list` or `tuple`) – parameters

**Returns**

a list containing “point” and “vector” pairs

**Return type**

tuple

`geomdl.operations.translate(obj, vec, **kwargs)`

Translates curves, surface or volumes by the input vector.

**Keyword Arguments:**

- **inplace**: if False, operation applied to a copy of the object. *Default: False*

**Parameters**

- **obj** (`abstract.SplineGeometry` or `multi.AbstractContainer`) – input geometry
- **vec** (`list`, `tuple`) – translation vector

**Returns**

translated geometry object

`geomdl.operations.transpose(surf, **kwargs)`

Transposes the input surface(s) by swapping u and v parametric directions.

**Keyword Arguments:**

- **inplace**: if False, operation applied to a copy of the object. *Default: False*

**Parameters**

**surf** (`abstract.Surface`, `multi.SurfaceContainer`) – input surface(s)

**Returns**

transposed surface(s)

## 17.1.6 Compatibility and Conversion

This module contains conversion operations related to control points, such as flipping arrays and adding weights.

### Function Reference

`geomdl.compatibility.combine_ctrlpts_weights(ctrlpts, weights=None)`

Multiplies control points by the weights to generate weighted control points.

This function is dimension agnostic, i.e. control points can be in any dimension but weights should be 1D.

The `weights` function parameter can be set to `None` to let the function generate a weights vector composed of 1.0 values. This feature can be used to convert B-Spline basis to NURBS basis.

#### Parameters

- **ctrlpts** (*list*, *tuple*) – unweighted control points
- **weights** (*list*, *tuple* or *None*) – weights vector; if set to `None`, a weights vector of 1.0s will be automatically generated

#### Returns

weighted control points

#### Return type

list

`geomdl.compatibility.flip_ctrlpts(ctrlpts, size_u, size_v)`

Flips a list of 1-dimensional control points from v-row order to u-row order.

**u-row order:** each row corresponds to a list of u values

**v-row order:** each row corresponds to a list of v values

#### Parameters

- **ctrlpts** (*list*, *tuple*) – control points in v-row order
- **size\_u** (*int*) – size in u-direction
- **size\_v** (*int*) – size in v-direction

#### Returns

control points in u-row order

#### Return type

list

`geomdl.compatibility.flip_ctrlpts2d(ctrlpts2d, size_u=0, size_v=0)`

Flips a list of surface 2-D control points from `[u][v]` to `[v][u]` order.

#### Parameters

- **ctrlpts2d** (*list*, *tuple*) – 2-D control points
- **size\_u** (*int*) – size in U-direction (row length)
- **size\_v** (*int*) – size in V-direction (column length)

#### Returns

flipped 2-D control points

#### Return type

list

`geomdl.compatibility.flip_ctrlpts2d_file(file_in='', file_out='ctrlpts_flip.txt')`

Flips u and v directions of a 2D control points file and saves flipped coordinates to a file.

**Parameters**

- **file\_in** (*str*) – name of the input file (to be read)
- **file\_out** (*str*) – name of the output file (to be saved)

**Raises**

**IOError** – an error occurred reading or writing the file

`geomdl.compatibility.flip_ctrlpts_u(ctrlpts, size_u, size_v)`

Flips a list of 1-dimensional control points from u-row order to v-row order.

**u-row order:** each row corresponds to a list of u values

**v-row order:** each row corresponds to a list of v values

**Parameters**

- **ctrlpts** (*list*, *tuple*) – control points in u-row order
- **size\_u** (*int*) – size in u-direction
- **size\_v** (*int*) – size in v-direction

**Returns**

control points in v-row order

**Return type**

list

`geomdl.compatibility.generate_ctrlpts2d_weights(ctrlpts2d)`

Generates unweighted control points from weighted ones in 2-D.

This function

1. Takes in 2-D control points list whose coordinates are organized like (x\*w, y\*w, z\*w, w)
2. Converts the input control points list into (x, y, z, w) format
3. Returns the result

**Parameters**

**ctrlpts2d** (*list*) – 2-D control points (P)

**Returns**

2-D weighted control points (Pw)

**Return type**

list

`geomdl.compatibility.generate_ctrlpts2d_weights_file(file_in='', file_out='ctrlpts_weights.txt')`

Generates unweighted control points from weighted ones in 2-D.

1. Takes in 2-D control points list whose coordinates are organized like (x\*w, y\*w, z\*w, w)
2. Converts the input control points list into (x, y, z, w) format
3. Saves the result to a file

**Parameters**

- **file\_in** (*str*) – name of the input file (to be read)



- **file\_out** (*str*) – name of the output file (to be saved)

**Raises**

**IOError** – an error occurred reading or writing the file

`geomdl.compatibility.generate_ctrlpts_weights(ctrlpts)`

Generates unweighted control points from weighted ones in 1-D.

This function

1. Takes in 1-D control points list whose coordinates are organized in (x\*w, y\*w, z\*w, w) format
2. Converts the input control points list into (x, y, z, w) format
3. Returns the result

**Parameters**

**ctrlpts** (*list*) – 1-D control points (P)

**Returns**

1-D weighted control points (Pw)

**Return type**

list

`geomdl.compatibility.generate_ctrlptsw(ctrlpts)`

Generates weighted control points from unweighted ones in 1-D.

This function

1. Takes in a 1-D control points list whose coordinates are organized in (x, y, z, w) format
2. converts into (x\*w, y\*w, z\*w, w) format
3. Returns the result

**Parameters**

**ctrlpts** (*list*) – 1-D control points (P)

**Returns**

1-D weighted control points (Pw)

**Return type**

list

`geomdl.compatibility.generate_ctrlptsw2d(ctrlpts2d)`

Generates weighted control points from unweighted ones in 2-D.

This function

1. Takes in a 2D control points list whose coordinates are organized in (x, y, z, w) format
2. converts into (x\*w, y\*w, z\*w, w) format
3. Returns the result

Therefore, the returned list could be a direct input of the NURBS.Surface class.

**Parameters**

**ctrlpts2d** (*list*) – 2-D control points (P)

**Returns**

2-D weighted control points (Pw)

**Return type**

list

`geomdl.compatibility.generate_ctrlptsw2d_file(file_in="", file_out='ctrlptsw.txt')`

Generates weighted control points from unweighted ones in 2-D.

This function

1. Takes in a 2-D control points file whose coordinates are organized in (x, y, z, w) format
2. Converts into (x\*w, y\*w, z\*w, w) format
3. Saves the result to a file

Therefore, the resultant file could be a direct input of the `NURBS.Surface` class.

**Parameters**

- **file\_in** (*str*) – name of the input file (to be read)
- **file\_out** (*str*) – name of the output file (to be saved)

**Raises**

**IOError** – an error occurred reading or writing the file

`geomdl.compatibility.separate_ctrlpts_weights(ctrlptsw)`

Divides weighted control points by weights to generate unweighted control points and weights vector.

This function is dimension agnostic, i.e. control points can be in any dimension but the last element of the array should indicate the weight.

**Parameters**

**ctrlptsw** (*list*, *tuple*) – weighted control points

**Returns**

unweighted control points and weights vector

**Return type**

list

## 17.1.7 Geometry Converters

`convert` module provides functions for converting non-rational and rational geometries to each other.

### Function Reference

`geomdl.convert.bspline_to_nurbs(obj, **kwargs)`

Converts non-rational splines to rational ones.

**Parameters**

**obj** (`BSpline.Curve`, `BSpline.Surface` or `BSpline.Volume`) – non-rational spline geometry

**Returns**

rational spline geometry

**Return type**

`NURBS.Curve`, `NURBS.Surface` or `NURBS.Volume`

**Raises**

`TypeError`

`geomdl.convert.nurbs_to_bspline(obj, **kwargs)`

Converts rational splines to non-rational ones (if possible).

The possibility of converting a rational spline geometry to a non-rational one depends on the weights vector.

**Parameters**

**obj** (`NURBS.Curve`, `NURBS.Surface` or `NURBS.Volume`) – rational spline geometry

**Returns**

non-rational spline geometry

**Return type**

`BSpline.Curve`, `BSpline.Surface` or `BSpline.Volume`

**Raises**

`TypeError`

## 17.1.8 Geometry Constructors and Extractors

Added in version 5.0.

`construct` module provides functions for constructing and extracting parametric shapes. A surface can be constructed from curves and a volume can be constructed from surfaces. Moreover, a surface can be extracted to curves and a volume can be extracted to surfaces in all parametric directions.

### Function Reference

`geomdl.construct.construct_surface(direction, *args, **kwargs)`

Generates surfaces from curves.

**Arguments:**

- **args**: a list of curve instances

**Keyword Arguments (optional):**

- **degree**: degree of the 2nd parametric direction
- **knotvector**: knot vector of the 2nd parametric direction
- **rational**: flag to generate rational surfaces

**Parameters**

**direction** (*str*) – the direction that the input curves lies, i.e. u or v

**Returns**

Surface constructed from the curves on the given parametric direction

`geomdl.construct.construct_volume(direction, *args, **kwargs)`

Generates volumes from surfaces.

**Arguments:**

- **args**: a list of surface instances

**Keyword Arguments (optional):**

- **degree**: degree of the 3rd parametric direction
- **knotvector**: knot vector of the 3rd parametric direction

- **rational**: flag to generate rational volumes

**Parameters**

**direction** (*str*) – the direction that the input surfaces lies, i.e. u, v, w

**Returns**

Volume constructed from the surfaces on the given parametric direction

`geomdl.construct.extract_curves(psurf, **kwargs)`

Extracts curves from a surface.

The return value is a `dict` object containing the following keys:

- **u**: the curves which generate u-direction (or which lie on the v-direction)
- **v**: the curves which generate v-direction (or which lie on the u-direction)

As an example; if a curve lies on the u-direction, then its knotvector is equal to surface's knotvector on the v-direction and vice versa.

The curve extraction process can be controlled via `extract_u` and `extract_v` boolean keyword arguments.

**Parameters**

**psurf** (`abstract.Surface`) – input surface

**Returns**

extracted curves

**Return type**

`dict`

`geomdl.construct.extract_isosurface(pvol)`

Extracts the largest isosurface from a volume.

The following example illustrates one of the usage scenarios:

```
1 from geomdl import construct, multi
2 from geomdl.visualization import VisMPL
3
4 # Assuming that "myvol" variable stores your spline volume information
5 isosrf = construct.extract_isosurface(myvol)
6
7 # Create a surface container to store extracted isosurface
8 msurf = multi.SurfaceContainer(isosrf)
9
10 # Set visualization components
11 msurf.vis = VisMPL.VisSurface(VisMPL.VisConfig(ctrlpts=False))
12
13 # Render isosurface
14 msurf.render()
```

**Parameters**

**pvol** (`abstract.Volume`) – input volume

**Returns**

isosurface (as a tuple of surfaces)

**Return type**

`tuple`

`geomdl.construct.extract_surfaces(pvol)`

Extracts surfaces from a volume.

**Parameters**

**pvol** (`abstract.Volume`) – input volume

**Returns**

extracted surface

**Return type**

dict

## 17.1.9 Curve and Surface Fitting

Added in version 5.0.

`fitting` module provides functions for interpolating and approximating B-spline curves and surfaces from data points. Approximation uses least squares algorithm.

Please see the following functions for details:

- `interpolate_curve()`
- `interpolate_surface()`
- `approximate_curve()`
- `approximate_surface()`

Surface fitting generates control points grid defined in  $u$  and  $v$  parametric dimensions. Therefore, the input requires number of data points to be fitted in both parametric dimensions. In other words, `size_u` and `size_v` arguments are used to fit curves of the surface on the corresponding parametric dimension.

Degree of the output spline geometry is important to determine the knot vector(s), compute the basis functions and build the coefficient matrix,  $A$ . Most of the time, fitting to a quadratic (`degree = 2`) or a cubic (`degree = 3`) B-spline geometry should be good enough.

In the array structure, the data points on the  $v$ -direction come the first and  $u$ -direction points come. The index of the data points can be found using the following formula:

$$index = v + (u * size_v)$$

## Function Reference

`geomdl.fitting.approximate_curve(points, degree, **kwargs)`

Curve approximation using least squares method with fixed number of control points.

Please refer to The NURBS Book (2nd Edition), pp.410-413 for details.

**Keyword Arguments:**

- `centripetal`: activates centripetal parametrization method. *Default: False*
- `ctrlpts_size`: number of control points. *Default: len(points) - 1*

**Parameters**

- **points** (*list, tuple*) – data points
- **degree** (*int*) – degree of the output parametric curve

**Returns**

approximated B-Spline curve

**Return type**

*BSpline.Curve*

`geomdl.fitting.approximate_surface(points, size_u, size_v, degree_u, degree_v, **kwargs)`

Surface approximation using least squares method with fixed number of control points.

This algorithm interpolates the corner control points and approximates the remaining control points. Please refer to Algorithm A9.7 of The NURBS Book (2nd Edition), pp.422-423 for details.

**Keyword Arguments:**

- `centripetal`: activates centripetal parametrization method. *Default: False*
- `ctrlpts_size_u`: number of control points on the u-direction. *Default: size\_u - 1*
- `ctrlpts_size_v`: number of control points on the v-direction. *Default: size\_v - 1*

**Parameters**

- `points` (*list, tuple*) – data points
- `size_u` (*int*) – number of data points on the u-direction, *r*
- `size_v` (*int*) – number of data points on the v-direction, *s*
- `degree_u` (*int*) – degree of the output surface for the u-direction
- `degree_v` (*int*) – degree of the output surface for the v-direction

**Returns**

approximated B-Spline surface

**Return type**

*BSpline.Surface*

`geomdl.fitting.interpolate_curve(points, degree, **kwargs)`

Curve interpolation through the data points.

Please refer to Algorithm A9.1 on The NURBS Book (2nd Edition), pp.369-370 for details.

**Keyword Arguments:**

- `centripetal`: activates centripetal parametrization method. *Default: False*

**Parameters**

- `points` (*list, tuple*) – data points
- `degree` (*int*) – degree of the output parametric curve

**Returns**

interpolated B-Spline curve

**Return type**

*BSpline.Curve*

`geomdl.fitting.interpolate_surface(points, size_u, size_v, degree_u, degree_v, **kwargs)`

Surface interpolation through the data points.

Please refer to the Algorithm A9.4 on The NURBS Book (2nd Edition), pp.380 for details.

**Keyword Arguments:**

- **centripetal**: activates centripetal parametrization method. *Default: False*

**Parameters**

- **points** (*list, tuple*) – data points
- **size\_u** (*int*) – number of data points on the u-direction
- **size\_v** (*int*) – number of data points on the v-direction
- **degree\_u** (*int*) – degree of the output surface for the u-direction
- **degree\_v** (*int*) – degree of the output surface for the v-direction

**Returns**

interpolated B-Spline surface

**Return type**

*BSpline.Surface*

### 17.1.10 Tessellation

The `tessellate` module provides tessellation algorithms for surfaces. The following example illustrates the usage scenario of the tessellation algorithms with surfaces.

```

1 from geomdl import NURBS
2 from geomdl import tessellate
3
4 # Create a surface instance
5 surf = NURBS.Surface()
6
7 # Set tessellation algorithm (you can use another algorithm)
8 surf.tessellator = tessellate.TriangularTessellate()
9
10 # Tessellate surface
11 surf.tessellate()
```

NURBS-Python uses `TriangularTessellate` class for surface tessellation by default.

---

**Note:** To get better results with the surface trimming, you need to use a relatively smaller evaluation delta or a bigger sample size value. Recommended evaluation delta is  $d = 0.01$ .

---

## Class Reference

### Abstract Tessellator

**class** `geomdl.tessellate.AbstractTessellate`(\*\*kwargs)

Bases: `object`

Abstract base class for tessellation algorithms.

**property arguments**

Arguments passed to the tessellation function.

This property allows customization of the tessellation algorithm, and mainly designed to allow users to pass additional arguments to the tessellation function or change the behavior of the algorithm at runtime. This property can be thought as a way to input and store extra data for the tessellation functionality.

**Getter**

Gets the tessellation arguments (as a dict)

**Setter**

Sets the tessellation arguments (as a dict)

**property faces**

Objects generated after tessellation.

**Getter**

Gets the faces

**Type**

elements.AbstractEntity

**is\_tessellated()**

Checks if vertices and faces are generated.

**Returns**

tessellation status

**Return type**

bool

**reset()**

Clears stored vertices and faces.

**abstract tessellate(*points*, *\*\*kwargs*)**

Abstract method for the implementation of the tessellation algorithm.

This algorithm should update *vertices* and *faces* properties.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

**points** – points to be tessellated

**property vertices**

Vertex objects generated after tessellation.

**Getter**

Gets the vertices

**Type**

elements.AbstractEntity



## Triangular Tessellator

**class** `geomdl.tessellate.TriangularTessellate(**kwargs)`

Bases: *AbstractTessellate*

Triangular tessellation algorithm for surfaces.

### property arguments

Arguments passed to the tessellation function.

This property allows customization of the tessellation algorithm, and mainly designed to allow users to pass additional arguments to the tessellation function or change the behavior of the algorithm at runtime. This property can be thought as a way to input and store extra data for the tessellation functionality.

#### Getter

Gets the tessellation arguments (as a dict)

#### Setter

Sets the tessellation arguments (as a dict)

### property faces

Objects generated after tessellation.

#### Getter

Gets the faces

#### Type

`elements.AbstractEntity`

### is\_tessellated()

Checks if vertices and faces are generated.

#### Returns

tessellation status

#### Return type

bool

### reset()

Clears stored vertices and faces.

### tessellate(points, \*\*kwargs)

Applies triangular tessellation.

This function does not check if the points have already been tessellated.

#### Keyword Arguments:

- `size_u`: number of points on the u-direction
- `size_v`: number of points on the v-direction

#### Parameters

**points** (*list*, *tuple*) – array of points

### property vertices

Vertex objects generated after tessellation.

#### Getter

Gets the vertices

**Type**

elements.AbstractEntity

**Trim Tessellator**

Added in version 5.0.

**class** geomdl.tessellate.TrimTessellate(\*\*kwargs)Bases: *AbstractTessellate*

Triangular tessellation algorithm for trimmed surfaces.

**property arguments**

Arguments passed to the tessellation function.

This property allows customization of the tessellation algorithm, and mainly designed to allow users to pass additional arguments to the tessellation function or change the behavior of the algorithm at runtime. This property can be thought as a way to input and store extra data for the tessellation functionality.

**Getter**

Gets the tessellation arguments (as a dict)

**Setter**

Sets the tessellation arguments (as a dict)

**property faces**

Objects generated after tessellation.

**Getter**

Gets the faces

**Type**

elements.AbstractEntity

**is\_tessellated()**

Checks if vertices and faces are generated.

**Returns**

tessellation status

**Return type**

bool

**reset()**

Clears stored vertices and faces.

**tessellate**(points, \*\*kwargs)

Applies triangular tessellation w/ trimming curves.

**Keyword Arguments:**

- size\_u: number of points on the u-direction
- size\_v: number of points on the v-direction

**Parameters****points** (*list*, *tuple*) – array of points

**property vertices**

Vertex objects generated after tessellation.

**Getter**

Gets the vertices

**Type**

elements.AbstractEntity

**Quadrilateral Tessellator**

Added in version 5.2.

**class** geomdl.tessellate.QuadTessellate(\*\*kwargs)

Bases: *AbstractTessellate*

Quadrilateral tessellation algorithm for surfaces.

**property arguments**

Arguments passed to the tessellation function.

This property allows customization of the tessellation algorithm, and mainly designed to allow users to pass additional arguments to the tessellation function or change the behavior of the algorithm at runtime. This property can be thought as a way to input and store extra data for the tessellation functionality.

**Getter**

Gets the tessellation arguments (as a dict)

**Setter**

Sets the tessellation arguments (as a dict)

**property faces**

Objects generated after tessellation.

**Getter**

Gets the faces

**Type**

elements.AbstractEntity

**is\_tessellated()**

Checks if vertices and faces are generated.

**Returns**

tessellation status

**Return type**

bool

**reset()**

Clears stored vertices and faces.

**tessellate**(points, \*\*kwargs)

Applies quadrilateral tessellation.

This function does not check if the points have already been tessellated.

**Keyword Arguments:**

- size\_u: number of points on the u-direction

- `size_v`: number of points on the v-direction

**Parameters**

**points** (*list, tuple*) – array of points

**property vertices**

Vertex objects generated after tessellation.

**Getter**

Gets the vertices

**Type**

`elements.AbstractEntity`

## Function Reference

`geomdl.tessellate.make_triangle_mesh(points, size_u, size_v, **kwargs)`

Generates a triangular mesh from an array of points.

This function generates a triangular mesh for a NURBS or B-Spline surface on its parametric space. The input is the surface points and the number of points on the parametric dimensions u and v, indicated as row and column sizes in the function signature. This function should operate correctly if row and column sizes are input correctly, no matter what the points are v-ordered or u-ordered. Please see the documentation of `ctrlpts` and `ctrlpts2d` properties of the Surface class for more details on point ordering for the surfaces.

This function accepts the following keyword arguments:

- `vertex_spacing`: Defines the size of the triangles via setting the jump value between points
- `trims`: List of trim curves passed to the tessellation function
- `tessellate_func`: Function called for tessellation. *Default:* `tessellate.surface_tessellate()`
- `tessellate_args`: Arguments passed to the tessellation function (as a dict)

The tessellation function is designed to generate triangles from 4 vertices. It takes 4 [Vertex](#) objects, index values for setting the triangle and vertex IDs and additional parameters as its function arguments. It returns a tuple of [Vertex](#) and [Triangle](#) object lists generated from the input vertices. A default triangle generator is provided as a prototype for implementation in the source code.

The return value of this function is a tuple containing two lists. First one is the list of vertices and the second one is the list of triangles.

**Parameters**

- **points** (*list, tuple*) – input points
- **size\_u** (*int*) – number of elements on the u-direction
- **size\_v** (*int*) – number of elements on the v-direction

**Returns**

a tuple containing lists of vertices and triangles

**Return type**

tuple

`geomdl.tessellate.polygon_triangulate(tri_idx, *args)`

Triangulates a monotone polygon defined by a list of vertices.

The input vertices must form a convex polygon and must be arranged in counter-clockwise order.

**Parameters**

- **tri\_idx** (*int*) – triangle numbering start value
- **args** (*Vertex*) – list of Vertex objects

**Returns**

list of Triangle objects

**Return type**

list

`geomdl.tessellate.make_quad_mesh(points, size_u, size_v)`

Generates a mesh of quadrilateral elements.

**Parameters**

- **points** (*list*, *tuple*) – list of points
- **size\_u** (*int*) – number of points on the u-direction (column)
- **size\_v** (*int*) – number of points on the v-direction (row)

**Returns**

a tuple containing lists of vertices and quads

**Return type**

tuple

**Helper Functions**

`geomdl.tessellate.surface_tessellate(v1, v2, v3, v4, vidx, tidx, trim_curves, tessellate_args)`

Triangular tessellation algorithm for surfaces with no trims.

This function can be directly used as an input to `make_triangle_mesh()` using `tessellate_func` keyword argument.

**Parameters**

- **v1** (*Vertex*) – vertex 1
- **v2** (*Vertex*) – vertex 2
- **v3** (*Vertex*) – vertex 3
- **v4** (*Vertex*) – vertex 4
- **vidx** (*int*) – vertex numbering start value
- **tidx** (*int*) – triangle numbering start value
- **trim\_curves** – trim curves
- **tessellate\_args** (*dict*) – tessellation arguments

**Type**

list, tuple

**Returns**

lists of vertex and triangle objects in (vertex\_list, triangle\_list) format

**Type**

tuple

`geomdl.tessellate.surface_trim_tessellate(v1, v2, v3, v4, vidx, tidx, trims, tessellate_args)`

Triangular tessellation algorithm for trimmed surfaces.

This function can be directly used as an input to `make_triangle_mesh()` using `tessellate_func` keyword argument.

**Parameters**

- **v1** (*Vertex*) – vertex 1
- **v2** (*Vertex*) – vertex 2
- **v3** (*Vertex*) – vertex 3
- **v4** (*Vertex*) – vertex 4
- **vidx** (*int*) – vertex numbering start value
- **tidx** (*int*) – triangle numbering start value
- **trims** (*list, tuple*) – trim curves
- **tessellate\_args** (*dict*) – tessellation arguments

**Returns**

lists of vertex and triangle objects in (vertex\_list, triangle\_list) format

**Type**

tuple

## 17.1.11 Trimming

### Tessellation

Please refer to `tessellate.TrimTessellate` for tessellating the surfaces with trims.

### Function Reference

**Warning:** The functions included in the `trimming` module are still work-in-progress and their functionality can change or they can be removed from the library in the next releases.

Please contact the author if you encounter any problems.

`geomdl.trimming.fix_multi_trim_curves(obj, **kwargs)`

Fixes direction, connectivity and similar issues of the trim curves.

This function works for surface trims in curve containers, i.e. trims consisting of multiple curves.

**Keyword Arguments:**

- **tol**: tolerance value for comparing floats. *Default: 10e-8*
- **delta**: evaluation delta of the trim curves. *Default: 0.05*

**Parameters**

**obj** (*abstract.BSplineGeometry, multi.AbstractContainer*) – input surface

**Returns**

updated surface

`geomdl.trimming.fix_trim_curves(obj)`

Fixes direction, connectivity and similar issues of the trim curves.

This function works for surface trim curves consisting of a single curve.

**Parameters**

**obj** (`abstract.Surface`) – input surface

`geomdl.trimming.map_trim_to_geometry(obj, trim_idx=-1, **kwargs)`

Generates 3-dimensional mapping of 2-dimensional trimming curves.

**Description:**

Trimming curves are defined on the parametric space of the surfaces. Therefore, all trimming curves are 2-dimensional. The coordinates of the trimming curves correspond to (u, v) parameters of the underlying surface geometry. When these (u, v) values are evaluated with respect to the underlying surface geometry, a 3-dimensional representation of the trimming curves is generated.

The resultant 3-dimensional curve is described using `freeform.Freeform` class. Using the `fitting` module, it is possible to generate the B-spline form of the freeform curve.

**Remarks:**

If `trim_idx=-1`, the function maps all 2-dimensional trims to their 3-dimensional correspondants.

**Parameters**

- **obj** (`abstract.SplineGeometry`) – spline geometry
- **trim\_idx** (`int`) – index of the trimming curve in the geometry object

**Returns**

3-dimensional mapping of trimming curve(s)

**Return type**

`freeform.Freeform`

## 17.1.12 Sweeping

**Warning:** sweeping is a highly experimental module. Please use it with caution.

### Function Reference

`geomdl.sweeping.sweep_vector(obj, vec, **kwargs)`

Sweeps spline geometries along a vector.

This API call generates

- swept surfaces from curves
- swept volumes from surfaces

**Parameters**

- **obj** (`abstract.SplineGeometry`) – spline geometry
- **vec** (`list`, `tuple`) – vector to sweep along

**Returns**

swept geometry

### 17.1.13 Import and Export Data

This module allows users to export/import NURBS shapes in common CAD exchange formats. The functions starting with *import\_* are used for generating B-spline and NURBS objects from the input files. The functions starting with *export\_* are used for saving B-spline and NURBS objects as files.

The following functions **import/export control points** or **export evaluated points**:

- `exchange.import_txt()`
- `exchange.export_txt()`
- `exchange.import_csv()`
- `exchange.export_csv()`

The following functions work with **single or multiple surfaces**:

- `exchange.import_obj()`
- `exchange.export_obj()`
- `exchange.export_stl()`
- `exchange.export_off()`
- `exchange.import_smesh()`
- `exchange.export_smesh()`

The following functions work with **single or multiple volumes**:

- `exchange.import_vmesh()`
- `exchange.export_vmesh()`

The following functions can be used to **import/export rational or non-rational spline geometries**:

- `exchange.import_yaml()`
- `exchange.export_yaml()`
- `exchange.import_cfg()`
- `exchange.export_cfg()`
- `exchange.import_json()`
- `exchange.export_json()`

The following functions work with **single or multiple curves and surfaces**:

- `exchange.import_3dm()`
- `exchange.export_3dm()`



## Function Reference

`geomdl.exchange.export_3dm(obj, file_name, **kwargs)`

Exports NURBS curves and surfaces to Rhinoceros/OpenNURBS .3dm files.

Deprecated since version 5.2.2: `rw3dm` Python module is replaced by `json2on`. It can be used to convert `geomdl` JSON format to .3dm files. Please refer to <https://github.com/orbingol/rw3dm> for more details.

### Parameters

- **obj** (`abstract.Curve`, `abstract.Surface`, `multi.CurveContainer`, `multi.SurfaceContainer`) – curves/surfaces to be exported
- **file\_name** (`str`) – file name

`geomdl.exchange.export_cfg(obj, file_name)`

Exports curves and surfaces in libconfig format.

---

**Note:** Requires `libconf` package.

---

Libconfig format is also used by the `geomdl` command-line application as a way to input shape data from the command line.

### Parameters

- **obj** (`abstract.SplineGeometry`, `multi.AbstractContainer`) – input geometry
- **file\_name** (`str`) – name of the output file

### Raises

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_csv(obj, file_name, point_type='evalpts', **kwargs)`

Exports control points or evaluated points as a CSV file.

### Parameters

- **obj** (`abstract.SplineGeometry`) – a spline geometry object
- **file\_name** (`str`) – output file name
- **point\_type** (`str`) – `ctrlpts` for control points or `evalpts` for evaluated points

### Raises

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_json(obj, file_name)`

Exports curves and surfaces in JSON format.

JSON format is also used by the `geomdl` command-line application as a way to input shape data from the command line.

### Parameters

- **obj** (`abstract.SplineGeometry`, `multi.AbstractContainer`) – input geometry
- **file\_name** (`str`) – name of the output file

### Raises

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_obj(surface, file_name, **kwargs)`

Exports surface(s) as a .obj file.

**Keyword Arguments:**

- `vertex_spacing`: size of the triangle edge in terms of surface points sampled. *Default: 2*
- `vertex_normals`: if True, then computes vertex normals. *Default: False*
- `parametric_vertices`: if True, then adds parameter space vertices. *Default: False*
- `update_delta`: use multi-surface evaluation delta for all surfaces. *Default: True*

**Parameters**

- **surface** (`abstract.Surface` or `multi.SurfaceContainer`) – surface or surfaces to be saved
- **file\_name** (`str`) – name of the output file

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_off(surface, file_name, **kwargs)`

Exports surface(s) as a .off file.

**Keyword Arguments:**

- `vertex_spacing`: size of the triangle edge in terms of points sampled on the surface. *Default: 1*
- `update_delta`: use multi-surface evaluation delta for all surfaces. *Default: True*

**Parameters**

- **surface** (`abstract.Surface` or `multi.SurfaceContainer`) – surface or surfaces to be saved
- **file\_name** (`str`) – name of the output file

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_smesh(surface, file_name, **kwargs)`

Exports surface(s) as surface mesh (smesh) files.

Please see `import_smesh()` for details on the file format.

**Parameters**

- **surface** (`abstract.Surface` or `multi.SurfaceContainer`) – surface(s) to be exported
- **file\_name** (`str`) – name of the output file

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_stl(surface, file_name, **kwargs)`

Exports surface(s) as a .stl file in plain text or binary format.

**Keyword Arguments:**

- `binary`: flag to generate a binary STL file. *Default: True*

- `vertex_spacing`: size of the triangle edge in terms of points sampled on the surface. *Default: 1*
- `update_delta`: use multi-surface evaluation delta for all surfaces. *Default: True*

**Parameters**

- **surface** (`abstract.Surface` or `multi.SurfaceContainer`) – surface or surfaces to be saved
- **file\_name** (`str`) – name of the output file

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_txt(obj, file_name, two_dimensional=False, **kwargs)`

Exports control points as a text file.

For curves the output is always a list of control points. For surfaces, it is possible to generate a 2-dimensional control point output file using `two_dimensional`.

Please see `exchange.import_txt()` for detailed description of the keyword arguments.

**Parameters**

- **obj** (`abstract.SplineGeometry`) – a spline geometry object
- **file\_name** (`str`) – file name of the text file to be saved
- **two\_dimensional** (`bool`) – type of the text file (only works for Surface objects)

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_vmesh(volume, file_name, **kwargs)`

Exports volume(s) as volume mesh (vmesh) files.

**Parameters**

- **volume** (`abstract.Volume`) – volume(s) to be exported
- **file\_name** (`str`) – name of the output file

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.export_yaml(obj, file_name)`

Exports curves and surfaces in YAML format.

---

**Note:** Requires `ruamel.yaml` package.

---

YAML format is also used by the `geomdl` command-line application as a way to input shape data from the command line.

**Parameters**

- **obj** (`abstract.SplineGeometry`, `multi.AbstractContainer`) – input geometry
- **file\_name** (`str`) – name of the output file

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.import_3dm(file_name, **kwargs)`

Imports curves and surfaces from Rhinoceros/OpenNURBS .3dm files.

Deprecated since version 5.2.2: `rw3dm` Python module is replaced by `on2json`. It can be used to convert .3dm files to geomdl JSON format. Please refer to <https://github.com/orbingol/rw3dm> for more details.

**Parameters**

**file\_name** (*str*) – input file name

`geomdl.exchange.import_cfg(file_name, **kwargs)`

Imports curves and surfaces from files in libconfig format.

---

**Note:** Requires `libconf` package.

---

Use `jinja2=True` to activate Jinja2 template processing. Please refer to the documentation for details.

**Parameters**

**file\_name** (*str*) – name of the input file

**Returns**

a list of rational spline geometries

**Return type**

list

**Raises**

**GeomdlException** – an error occurred writing the file

`geomdl.exchange.import_csv(file_name, **kwargs)`

Reads control points from a CSV file and generates a 1-dimensional list of control points.

It is possible to use a different value separator via `separator` keyword argument. The following code segment illustrates the usage of `separator` keyword argument.

```
1 # By default, import_csv uses 'comma' as the value separator
2 ctrlpts = exchange.import_csv("control_points.csv")
3
4 # Alternatively, it is possible to import a file containing tab-separated values
5 ctrlpts = exchange.import_csv("control_points.csv", separator="\t")
```

The only difference of this function from `exchange.import_txt()` is skipping the first line of the input file which generally contains the column headings.

**Parameters**

**file\_name** (*str*) – file name of the text file

**Returns**

list of control points

**Return type**

list

**Raises**

**GeomdlException** – an error occurred reading the file

`geomdl.exchange.import_json(file_name, **kwargs)`

Imports curves and surfaces from files in JSON format.

Use `jinja2=True` to activate Jinja2 template processing. Please refer to the documentation for details.

**Parameters**

**file\_name** (*str*) – name of the input file

**Returns**

a list of rational spline geometries

**Return type**

list

**Raises**

**GeomdlException** – an error occurred reading the file

`geomdl.exchange.import_obj(file_name, **kwargs)`

Reads .obj files and generates faces.

**Keyword Arguments:**

- **callback**: reference to the function that processes the faces for customized output

The structure of the callback function is shown below:

```
def my_callback_function(face_list):
    # "face_list" will be a list of elements.Face class instances
    # The function should return a list
    return list()
```

**Parameters**

**file\_name** (*str*) – file name

**Returns**

output of the callback function (default is a list of faces)

**Return type**

list

`geomdl.exchange.import_smesh(file)`

Generates NURBS surface(s) from surface mesh (smesh) file(s).

*smesh* files are some text files which contain a set of NURBS surfaces. Each file in the set corresponds to one NURBS surface. Most of the time, you receive multiple *smesh* files corresponding to an complete object composed of several NURBS surfaces. The files have the extensions of `txt` or `dat` and they are named as

- `smesh.X.Y.txt`
- `smesh.X.dat`

where *X* and *Y* correspond to some integer value which defines the set the surface belongs to and part number of the surface inside the complete object.

**Parameters**

**file** (*str*) – path to a directory containing mesh files or a single mesh file

**Returns**

list of NURBS surfaces

**Return type**

list

**Raises**

**GeomdlException** – an error occurred reading the file

`geomdl.exchange.import_txt(file_name, two_dimensional=False, **kwargs)`

Reads control points from a text file and generates a 1-dimensional list of control points.

The following code examples illustrate importing different types of text files for curves and surfaces:

```

1 # Import curve control points from a text file
2 curve_ctrlpts = exchange.import_txt(file_name="control_points.txt")
3
4 # Import surface control points from a text file (1-dimensional file)
5 surf_ctrlpts = exchange.import_txt(file_name="control_points.txt")
6
7 # Import surface control points from a text file (2-dimensional file)
8 surf_ctrlpts, size_u, size_v = exchange.import_txt(file_name="control_points.txt",
  ↳ two_dimensional=True)

```

If argument `jinja2=True` is set, then the input file is processed as a Jinja2 template. You can also use the following convenience template functions which correspond to the given mathematical equations:

- `sqrt(x)`:  $\sqrt{x}$
- `cubert(x)`:  $\sqrt[3]{x}$
- `pow(x, y)`:  $x^y$

You may set the file delimiters using the keyword arguments `separator` and `col_separator`, respectively. `separator` is the delimiter between the coordinates of the control points. It could be comma 1, 2, 3 or space 1 2 3 or something else. `col_separator` is the delimiter between the control points and is only valid when `two_dimensional` is True. Assuming that `separator` is set to space, then `col_operator` could be semi-colon 1 2 3; 4 5 6 or pipe 1 2 3| 4 5 6 or comma 1 2 3, 4 5 6 or something else.

The defaults for `separator` and `col_separator` are *comma* (,) and *semi-colon* (;), respectively.

The following code examples illustrate the usage of the keyword arguments discussed above.

```

1 # Import curve control points from a text file delimited with space
2 curve_ctrlpts = exchange.import_txt(file_name="control_points.txt", separator=" ")
3
4 # Import surface control points from a text file (2-dimensional file) w/ space and
  ↳ comma delimiters
5 surf_ctrlpts, size_u, size_v = exchange.import_txt(file_name="control_points.txt",
  ↳ two_dimensional=True,
6                                                    separator=" ", col_separator=",")

```

Please note that this function does not check whether the user set delimiters to the same value or not.

#### Parameters

- **file\_name** (*str*) – file name of the text file
- **two\_dimensional** (*bool*) – type of the text file

#### Returns

list of control points, if `two_dimensional`, then also returns size in u- and v-directions

#### Return type

list

#### Raises

**GeomdlException** – an error occurred reading the file

`geomdl.exchange.import_vmesh(file)`

Imports NURBS volume(s) from volume mesh (vmesh) file(s).

**Parameters**

**file** (*str*) – path to a directory containing mesh files or a single mesh file

**Returns**

list of NURBS volumes

**Return type**

list

**Raises**

**GeomdlException** – an error occurred reading the file

`geomdl.exchange.import_yaml(file_name, **kwargs)`

Imports curves and surfaces from files in YAML format.

---

**Note:** Requires [ruamel.yaml](#) package.

---

Use `jinja2=True` to activate Jinja2 template processing. Please refer to the documentation for details.

**Parameters**

**file\_name** (*str*) – name of the input file

**Returns**

a list of rational spline geometries

**Return type**

list

**Raises**

**GeomdlException** – an error occurred reading the file

## VTK Support

The following functions export control points and evaluated points as VTK files (in legacy format).

`geomdl.exchange_vtk.export_polydata(obj, file_name, **kwargs)`

Exports control points or evaluated points in VTK Polydata format.

Please see the following document for details: <http://www.vtk.org/VTK/img/file-formats.pdf>

**Keyword Arguments:**

- **point\_type**: **ctrlpts** for control points or **evalpts** for evaluated points
- **tessellate**: tessellates the points (works only for surfaces)

**Parameters**

- **obj** ([abstract.SplineGeometry](#), [multi.AbstractContainer](#)) – geometry object
- **file\_name** (*str*) – output file name

**Raises**

**GeomdlException** – an error occurred writing the file

## 17.2 Geometry Generators

The following list contains the geometry generators/managers included in the library:

### 17.2.1 Knot Vector Generator

The `knotvector` module provides utility functions related to knot vector generation and validation.

#### Function Reference

`geomdl.knotvector.check(degree, knot_vector, num_ctrlpts)`

Checks the validity of the input knot vector.

Please refer to The NURBS Book (2nd Edition), p.50 for details.

##### Parameters

- **degree** (*int*) – degree of the curve or the surface
- **knot\_vector** (*list*, *tuple*) – knot vector to be checked
- **num\_ctrlpts** (*int*) – number of control points

##### Returns

True if the knot vector is valid, False otherwise

##### Return type

bool

`geomdl.knotvector.generate(degree, num_ctrlpts, **kwargs)`

Generates an equally spaced knot vector.

It uses the following equality to generate knot vector:  $m = n + p + 1$

where;

- $p$ , degree
- $n + 1$ , number of control points
- $m + 1$ , number of knots

Keyword Arguments:

- **clamped**: Flag to choose from clamped or unclamped knot vector options. *Default: True*

##### Parameters

- **degree** (*int*) – degree
- **num\_ctrlpts** (*int*) – number of control points

##### Returns

knot vector

##### Return type

list



`geomdl.knotvector.normalize(knot_vector, decimals=18)`

Normalizes the input knot vector to [0, 1] domain.

**Parameters**

- **knot\_vector** (*list*, *tuple*) – knot vector to be normalized
- **decimals** (*int*) – rounding number

**Returns**

normalized knot vector

**Return type**

list

## 17.2.2 Control Points Manager

The `control_points` module provides helper functions for managing control points. It is a better alternative to the *compatibility module* for managing control points. Please refer to the following class references for more details.

- `control_points.CurveManager`
- `control_points.SurfaceManager`
- `control_points.VolumeManager`

### Class Reference

**class** `geomdl.control_points.AbstractManager(*args, **kwargs)`

Bases: `object`

Abstract base class for control points manager classes.

Control points manager class provides an easy way to set control points without knowing the internal data structure of the geometry classes. The manager class is initialized with the number of control points in all parametric dimensions.

All classes extending this class should implement the following methods:

- `find_index`

This class provides the following properties:

- `ctrlpts`

This class provides the following methods:

- `get_ctrlpt()`
- `set_ctrlpt()`
- `get_ptdata()`
- `set_ptdata()`

**property** `ctrlpts`

Control points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

### Setter

Sets the control points

**abstract find\_index(\*args)**

Finds the array index from the given parametric positions.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**get\_ctrlpt(\*args)**

Gets the control point from the given location in the array.

**get\_ptdata(dkey, \*args)**

Gets the data attached to the control point.

### Parameters

- **dkey** – key of the attachment dictionary
- **dkey** – str

**reset()**

Resets/initializes the internal control points array.

**set\_ctrlpt(pt, \*args)**

Puts the control point to the given location in the array.

### Parameters

**pt** (*list*, *tuple*) – control point

**set\_ptdata(adct, \*args)**

Attaches the data to the control point.

### Parameters

- **adct** – attachment dictionary
- **adct** – dict

**class geomdl.control\_points.CurveManager(\*args, \*\*kwargs)**

Bases: *AbstractManager*

Curve control points manager.

Control points manager class provides an easy way to set control points without knowing the internal data structure of the geometry classes. The manager class is initialized with the number of control points in all parametric dimensions.

B-spline curves are defined in one parametric dimension. Therefore, this manager class should be initialized with a single integer value.

```
# Assuming that the curve has 10 control points
manager = CurveManager(10)
```

Getting the control points:

```
# Number of control points in all parametric dimensions
size_u = spline.ctrlpts_size_u

# Generate control points manager
```

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```

cpt_manager = control_points.SurfaceManager(size_u)
cpt_manager.ctrlpts = spline.ctrlpts

# Control points array to be used externally
control_points = []

# Get control points from the spline geometry
for u in range(size_u):
    pt = cpt_manager.get_ctrlpt(u)
    control_points.append(pt)

```

Setting the control points:

```

# Number of control points in all parametric dimensions
size_u = 5

# Create control points manager
points = control_points.SurfaceManager(size_u)

# Set control points
for u in range(size_u):
    # 'pt' is the control point, e.g. [10, 15, 12]
    points.set_ctrlpt(pt, u, v)

# Create spline geometry
curve = BSpline.Curve()

# Set control points
curve.ctrlpts = points.ctrlpts

```

### property ctrlpts

Control points.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the control points

#### Setter

Sets the control points

### find\_index(\*args)

Finds the array index from the given parametric positions.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

### get\_ctrlpt(\*args)

Gets the control point from the given location in the array.

### get\_ptdata(dkey, \*args)

Gets the data attached to the control point.

#### Parameters

- **dkey** – key of the attachment dictionary

- **dkey** – str

**reset()**

Resets/initializes the internal control points array.

**set\_ctrlpt**(*pt*, \**args*)

Puts the control point to the given location in the array.

**Parameters**

**pt** (*list*, *tuple*) – control point

**set\_ptdata**(*adct*, \**args*)

Attaches the data to the control point.

**Parameters**

- **adct** – attachment dictionary
- **adct** – dict

**class** geomdl.control\_points.**SurfaceManager**(\**args*, \*\**kwargs*)

Bases: *AbstractManager*

Surface control points manager.

Control points manager class provides an easy way to set control points without knowing the internal data structure of the geometry classes. The manager class is initialized with the number of control points in all parametric dimensions.

B-spline surfaces are defined in one parametric dimension. Therefore, this manager class should be initialized with two integer values.

```
# Assuming that the surface has size_u = 5 and size_v = 7 control points
manager = SurfaceManager(5, 7)
```

Getting the control points:

```
# Number of control points in all parametric dimensions
size_u = spline.ctrlpts_size_u
size_v = spline.ctrlpts_size_v

# Generate control points manager
cpt_manager = control_points.SurfaceManager(size_u, size_v)
cpt_manager.ctrlpts = spline.ctrlpts

# Control points array to be used externally
control_points = []

# Get control points from the spline geometry
for u in range(size_u):
    for v in range(size_v):
        pt = cpt_manager.get_ctrlpt(u, v)
        control_points.append(pt)
```

Setting the control points:

```
# Number of control points in all parametric dimensions
size_u = 5
```

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```

size_v = 3

# Create control points manager
points = control_points.SurfaceManager(size_u, size_v)

# Set control points
for u in range(size_u):
    for v in range(size_v):
        # 'pt' is the control point, e.g. [10, 15, 12]
        points.set_ctrlpt(pt, u, v)

# Create spline geometry
surf = BSpline.Surface()

# Set control points
surf.ctrlpts = points.ctrlpts

```

**property ctrlpts**

Control points.

Please refer to the [wiki](#) for details on using this class member.**Getter**

Gets the control points

**Setter**

Sets the control points

**find\_index(\*args)**

Finds the array index from the given parametric positions.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**get\_ctrlpt(\*args)**

Gets the control point from the given location in the array.

**get\_ptdata(dkey, \*args)**

Gets the data attached to the control point.

**Parameters**

- **dkey** – key of the attachment dictionary
- **dkey** – str

**reset()**

Resets/initializes the internal control points array.

**set\_ctrlpt(pt, \*args)**

Puts the control point to the given location in the array.

**Parameters****pt** (*list*, *tuple*) – control point**set\_ptdata(adct, \*args)**

Attaches the data to the control point.

### Parameters

- **adct** – attachment dictionary
- **adct** – dict

**class** geomdl.control\_points.**VolumeManager**(\*args, \*\*kwargs)

Bases: *AbstractManager*

Volume control points manager.

Control points manager class provides an easy way to set control points without knowing the internal data structure of the geometry classes. The manager class is initialized with the number of control points in all parametric dimensions.

B-spline volumes are defined in one parametric dimension. Therefore, this manager class should be initialized with three integer values.

```
# Assuming that the volume has size_u = 5, size_v = 12 and size_w = 3 control points
manager = VolumeManager(5, 12, 3)
```

Getting the control points:

```
# Number of control points in all parametric dimensions
size_u = spline.ctrlpts_size_u
size_v = spline.ctrlpts_size_v
size_w = spline.ctrlpts_size_w

# Generate control points manager
cpt_manager = control_points.SurfaceManager(size_u, size_v, size_w)
cpt_manager.ctrlpts = spline.ctrlpts

# Control points array to be used externally
control_points = []

# Get control points from the spline geometry
for u in range(size_u):
    for v in range(size_v):
        for w in range(size_w):
            pt = cpt_manager.get_ctrlpt(u, v, w)
            control_points.append(pt)
```

Setting the control points:

```
# Number of control points in all parametric dimensions
size_u = 5
size_v = 3
size_w = 2

# Create control points manager
points = control_points.VolumeManager(size_u, size_v, size_w)

# Set control points
for u in range(size_u):
    for v in range(size_v):
        for w in range(size_w):
            # 'pt' is the control point, e.g. [10, 15, 12]
```

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```

        points.set_ctrlpt(pt, u, v, w)

# Create spline geometry
volume = BSpline.Volume()

# Set control points
volume.ctrlpts = points.ctrlpts

```

**property ctrlpts**

Control points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

**Setter**

Sets the control points

**find\_index(\*args)**

Finds the array index from the given parametric positions.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**get\_ctrlpt(\*args)**

Gets the control point from the given location in the array.

**get\_ptdata(dkey, \*args)**

Gets the data attached to the control point.

**Parameters**

- **dkey** – key of the attachment dictionary
- **dkey** – str

**reset()**

Resets/initializes the internal control points array.

**set\_ctrlpt(pt, \*args)**

Puts the control point to the given location in the array.

**Parameters**

**pt** (*list*, *tuple*) – control point

**set\_ptdata(adct, \*args)**

Attaches the data to the control point.

**Parameters**

- **adct** – attachment dictionary
- **adct** – dict

### 17.2.3 Surface Generator

CPGen module allows users to generate control points grids as an input to *BSpline.Surface* and *NURBS.Surface* classes. This module is designed to enable more testing cases in a very simple way and it doesn't have the capabilities of a fully-featured grid generator, but it should be enough to be used side by side with BSpline and NURBS modules.

*CPGen.Grid* class provides an easy way to generate control point grids for use with *BSpline.Surface* class and *CPGen.GridWeighted* does the same for *NURBS.Surface* class.

#### Grid

**class** geomdl.CPGen.**Grid**(size\_x, size\_y, \*\*kwargs)

Bases: object

Simple control points grid generator to use with non-rational surfaces.

This class stores grid points in [x, y, z] format and the grid (control) points can be retrieved from the *grid* attribute. The z-coordinate of the control points can be set via the keyword argument *z\_value* while initializing the class.

#### Parameters

- **size\_x** (*float*) – width of the grid
- **size\_y** (*float*) – height of the grid

**bumps**(num\_bumps, \*\*kwargs)

Generates arbitrary bumps (i.e. hills) on the 2-dimensional grid.

This method generates hills on the grid defined by the **num\_bumps** argument. It is possible to control the z-value using **bump\_height** argument. **bump\_height** can be a positive or negative numeric value or it can be a list of numeric values.

Please note that, not all grids can be modified to have **num\_bumps** number of bumps. Therefore, this function uses a brute-force algorithm to determine whether the bumps can be generated or not. For instance:

```
test_grid = Grid(5, 10) # generates a 5x10 rectangle
test_grid.generate(4, 4) # splits the rectangle into 2x2 pieces
test_grid.bumps(100) # impossible, it will return an error message
test_grid.bumps(1) # You will get a bump at the center of the generated grid
```

This method accepts the following keyword arguments:

- **bump\_height**: z-value of the generated bumps on the grid. *Default: 5.0*
- **base\_extent**: extension of the hill base from its center in terms of grid points. *Default: 2*
- **base\_adjust**: padding between the bases of the hills. *Default: 0*

#### Parameters

**num\_bumps** (*int*) – number of bumps (i.e. hills) to be generated on the 2D grid

**generate**(num\_u, num\_v)

Generates grid using the input division parameters.

#### Parameters

- **num\_u** (*int*) – number of divisions in x-direction
- **num\_v** (*int*) – number of divisions in y-direction



**property grid**

Grid points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the 2-dimensional list of points in [u][v] format

**reset()**

Resets the grid.

**Weighted Grid**

**class** geomdl.CPGen.**GridWeighted**(size\_x, size\_y, \*\*kwargs)

Bases: [Grid](#)

Simple control points grid generator to use with rational surfaces.

This class stores grid points in [x\*w, y\*w, z\*w, w] format and the grid (control) points can be retrieved from the [grid](#) attribute. The z-coordinate of the control points can be set via the keyword argument **z\_value** while initializing the class.

**Parameters**

- **size\_x** (*float*) – width of the grid
- **size\_y** (*float*) – height of the grid

**bumps**(num\_bumps, \*\*kwargs)

Generates arbitrary bumps (i.e. hills) on the 2-dimensional grid.

This method generates hills on the grid defined by the **num\_bumps** argument. It is possible to control the z-value using **bump\_height** argument. **bump\_height** can be a positive or negative numeric value or it can be a list of numeric values.

Please note that, not all grids can be modified to have **num\_bumps** number of bumps. Therefore, this function uses a brute-force algorithm to determine whether the bumps can be generated or not. For instance:

```
test_grid = Grid(5, 10) # generates a 5x10 rectangle
test_grid.generate(4, 4) # splits the rectangle into 2x2 pieces
test_grid.bumps(100) # impossible, it will return an error message
test_grid.bumps(1) # You will get a bump at the center of the generated grid
```

This method accepts the following keyword arguments:

- **bump\_height**: z-value of the generated bumps on the grid. *Default: 5.0*
- **base\_extent**: extension of the hill base from its center in terms of grid points. *Default: 2*
- **base\_adjust**: padding between the bases of the hills. *Default: 0*

**Parameters**

**num\_bumps** (*int*) – number of bumps (i.e. hills) to be generated on the 2D grid

**generate**(num\_u, num\_v)

Generates grid using the input division parameters.

**Parameters**

- **num\_u** (*int*) – number of divisions in x-direction

- **num\_v** (*int*) – number of divisions in y-direction

#### property grid

Weighted grid points.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the 2-dimensional list of weighted points in [u][v] format

#### reset()

Resets the grid.

#### property weight

Weight (w) component of the grid points.

The input can be a single int or a float value, then all weights will be set to the same value.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the weights vector

#### Setter

Sets the weights vector

## 17.3 Advanced API

The following list contains the modules for advanced use:

### 17.3.1 Geometry Base

**abstract** module provides base classes for parametric curves, surfaces and volumes contained in this library and therefore, it provides an easy way to extend the library in the most proper way.

#### Inheritance Diagram



## Abstract Curve

`class geomdl.abstract.Curve(**kwargs)`

Bases: [SplineGeometry](#)

Abstract base class for defining spline curves.

Curve ABC is inherited from `abc.ABCMeta` class which is included in Python standard library by default. Due to differences between Python 2 and 3 on defining a metaclass, the compatibility module `six` is employed. Using `six` to set metaclass allows users to use the abstract classes in a correct way.

The abstract base classes in this module are implemented using a feature called Python Properties. This feature allows users to use some of the functions as if they are class fields. You can also consider properties as a pythonic way to set getters and setters. You will see “getter” and “setter” descriptions on the documentation of these properties.

The Curve ABC allows users to set the *FindSpan* function to be used in evaluations with `find_span_func` keyword as an input to the class constructor. NURBS-Python includes a binary and a linear search variation of the FindSpan function in the `helpers` module. You may also implement and use your own *FindSpan* function. Please see the `helpers` module for details.

Code segment below illustrates a possible implementation of Curve abstract base class:

```

1 from geomdl import abstract
2
3 class MyCurveClass(abstract.Curve):
4     def __init__(self, **kwargs):
5         super(MyCurveClass, self).__init__(**kwargs)
6         # Add your constructor code here
7
8     def evaluate(self, **kwargs):
9         # Implement this function
10        pass
11
12    def evaluate_single(self, uv):
13        # Implement this function
14        pass
15
16    def evaluate_list(self, uv_list):
17        # Implement this function
18        pass
19
20    def derivatives(self, u, v, order, **kwargs):
21        # Implement this function
22        pass

```

The properties and functions defined in the abstract base class will be automatically available in the subclasses.

### Keyword Arguments:

- `id`: object ID (as integer)
- `precision`: number of decimal places to round to. *Default: 18*
- `normalize_kv`: if True, knot vector(s) will be normalized to [0,1] domain. *Default: True*
- `find_span_func`: default knot span finding algorithm. *Default: [helpers.find\\_span\\_linear\(\)](#)*

**property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box

**Type**

tuple

**property csize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

Control points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

**Setter**

Sets the control points

**Type**

list

**property ctrlpts\_size**

Total number of control points.

**Getter**

Gets the total number of control points

**Type**

int

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

int

**property delta**

Evaluation delta.

Evaluation delta corresponds to the *step size* while `evaluate` function iterates on the knot vector to generate curve points. Decreasing step size results in generation of more curve points. Therefore; smaller the delta value, smoother the curve.

The following figure illustrates the working principles of the delta property:

$$[u_{start}, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the delta value

**Setter**

Sets the delta value

**Type**

float

**abstract derivatives**(*u*, *order*, *\*\*kwargs*)

Evaluates the derivatives of the curve at parameter *u*.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

- **u** (*float*) – parameter (*u*)
- **order** (*int*) – derivative order

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**abstract evaluate(\*\*kwargs)**

Evaluates the curve.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**abstract evaluate\_list(param\_list)**

Evaluates the curve for an input range of parameters.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

**param\_list** – array of parameters

**abstract evaluate\_single(param)**

Evaluates the curve at the given parameter.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

**param** – parameter (u)

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property knotvector**

Knot vector.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

`opt` is a wrapper to a dict in `key => value` format, where `key` is string, `value` is any Python object. You can use `opt` property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
```

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```
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(value)

Safely query for the value from the [opt](#) property.

**Parameters**

**value** (str) – a key in the [opt](#) property

**Returns**

the corresponding value, if the key exists. `None`, otherwise.

**property order**

Order.

Defined as  $\text{order} = \text{degree} + 1$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the order

**Setter**

Sets the order

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range



**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True is the B-spline object is rational (NURBS)

**Type**

bool

**render(\*\*kwargs)**

Renders the curve using the visualization component

The visualization component must be set using [vis](#) property before calling this method.

**Keyword Arguments:**

- **cpcolor**: sets the color of the control points polygon
- **evalcolor**: sets the color of the curve
- **bboxcolor**: sets the color of the bounding box
- **filename**: saves the plot with the input name
- **plot**: controls plot window visibility. *Default: True*
- **animate**: activates animation (if supported). *Default: False*
- **extras**: adds line plots to the figure. *Default: None*

**plot** argument is useful when you would like to work on the command line without any window context. If **plot** flag is False, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

**extras** argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```

1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]

```

**Returns**

the figure object

**reset(\*\*kwargs)**

Resets control points and/or evaluated points.

**Keyword Arguments:**

- **evalpts**: if True, then resets evaluated points
- **ctrlpts** if True, then resets control points

**reverse()**

Reverses the curve

**property sample\_size**

Sample size.

Sample size defines the number of evaluated points to generate. It also sets the **delta** property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size

**Setter**

Sets sample size

**Type**

int

**set\_ctrlpts(ctrlpts, \*args, \*\*kwargs)**

Sets control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (x, y, z) coordinates.

**Parameters**

**ctrlpts** (*list*) – input control points as a list of coordinates

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights.

---

**Note:** Only available for rational spline geometries. Getter return None otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights

**Setter**

Sets the weights

**Abstract Surface**

**class** geomdl.abstract.**Surface**(\*\*kwargs)

Bases: *SplineGeometry*

Abstract base class for defining spline surfaces.

Surface ABC is inherited from abc.ABCMeta class which is included in Python standard library by default. Due to differences between Python 2 and 3 on defining a metaclass, the compatibility module `six` is employed. Using `six` to set metaclass allows users to use the abstract classes in a correct way.

The abstract base classes in this module are implemented using a feature called Python Properties. This feature allows users to use some of the functions as if they are class fields. You can also consider properties as a pythonic way to set getters and setters. You will see “getter” and “setter” descriptions on the documentation of these properties.

The Surface ABC allows users to set the *FindSpan* function to be used in evaluations with `find_span_func` keyword as an input to the class constructor. NURBS-Python includes a binary and a linear search variation of the FindSpan function in the `helpers` module. You may also implement and use your own *FindSpan* function. Please see the `helpers` module for details.

Code segment below illustrates a possible implementation of Surface abstract base class:

```

1 from geomdl import abstract
2
3 class MySurfaceClass(abstract.Surface):
4     def __init__(self, **kwargs):
5         super(MySurfaceClass, self).__init__(**kwargs)
6         # Add your constructor code here
7
8     def evaluate(self, **kwargs):
9         # Implement this function
10        pass
11
12    def evaluate_single(self, uv):
13        # Implement this function
14        pass

```

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```

15
16     def evaluate_list(self, uv_list):
17         # Implement this function
18         pass
19
20     def derivatives(self, u, v, order, **kwargs):
21         # Implement this function
22         pass

```

The properties and functions defined in the abstract base class will be automatically available in the subclasses.

#### Keyword Arguments:

- **id**: object ID (as integer)
- **precision**: number of decimal places to round to. *Default: 18*
- **normalize\_kv**: if True, knot vector(s) will be normalized to [0,1] domain. *Default: True*
- **find\_span\_func**: default knot span finding algorithm. *Default: [helpers.find\\_span\\_linear\(\)](#)*

#### **add\_trim(trim)**

Adds a trim to the surface.

A trim is a 2-dimensional curve defined on the parametric domain of the surface. Therefore, x-coordinate of the trimming curve corresponds to u parametric direction of the surface and y-coordinate of the trimming curve corresponds to v parametric direction of the surface.

[trims](#) uses this method to add trims to the surface.

#### Parameters

**trim** ([abstract.Geometry](#)) – surface trimming curve

#### **property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the bounding box

#### Type

tuple

#### **property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the number of control points

#### Setter

Sets the number of control points

**Type**  
list

**property ctrlpts**

1-dimensional array of control points.

---

**Note:** The v index varies first. That is, a row of v control points for the first u value is found first. Then, the row of v control points for the next u value.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the control points

**Setter**  
Sets the control points

**Type**  
list

**property ctrlpts\_size**

Total number of control points.

**Getter**  
Gets the total number of control points

**Type**  
int

**property ctrlpts\_size\_u**

Number of control points for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets number of control points for the u-direction

**Setter**  
Sets number of control points for the u-direction

**property ctrlpts\_size\_v**

Number of control points for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets number of control points on the v-direction

**Setter**  
Sets number of control points on the v-direction

**property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

**property degree**

Degree for u- and v-directions

**Getter**  
Gets the degree

**Setter**

Sets the degree

**Type**

list

**property degree\_u**

Degree for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the u-direction

**Setter**

Sets degree for the u-direction

**Type**

int

**property degree\_v**

Degree for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets degree for the v-direction

**Setter**

Sets degree for the v-direction

**Type**

int

**property delta**

Evaluation delta for both u- and v-directions.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta` and `sample_size` properties correspond to the same variable with different descriptions. Therefore, setting `delta` will also set `sample_size`.

The following figure illustrates the working principles of the delta property:

$$[u_0, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta as a tuple of values corresponding to u- and v-directions

**Setter**

Sets evaluation delta for both u- and v-directions

**Type**

float

**property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the u-direction

**Setter**

Sets evaluation delta for the u-direction

**Type**

float

**property `delta_v`**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the v-direction

**Setter**

Sets evaluation delta for the v-direction

**Type**

float

**abstract `derivatives(u, v, order, **kwargs)`**

Evaluates the derivatives of the parametric surface at parameter (u, v).

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

- **u** (*float*) – parameter on the u-direction
- **v** (*float*) – parameter on the v-direction
- **order** (*int*) – derivative order

**property `dimension`**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**  
int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**  
Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the coordinates of the evaluated points

**Type**  
list

**abstract evaluate(\*\*kwargs)**

Evaluates the parametric surface.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**abstract evaluate\_list(param\_list)**

Evaluates the parametric surface for an input range of (u, v) parameters.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**  
**param\_list** – array of parameters (u, v)

**abstract evaluate\_single(param)**

Evaluates the parametric surface at the given (u, v) parameter.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**  
**param** – parameter (u, v)

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the current Evaluator instance



**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property faces**

Faces (triangles, quads, etc.) generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the faces

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property knotvector**

Knot vector for u- and v-directions

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**property knotvector\_u**

Knot vector for the u-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the u-direction

**Setter**

Sets knot vector for the u-direction

**Type**

list

**property knotvector\_v**

Knot vector for the v-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets knot vector for the v-direction

**Setter**

Sets knot vector for the v-direction

**Type**

list

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. `None`, otherwise.

**property order\_u**

Order for the u-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets order for the u-direction

**Setter**

Sets order for the u-direction

**Type**

int

**property order\_v**

Order for the v-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets surface order for the v-direction

**Setter**

Sets surface order for the v-direction

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True is the B-spline object is rational (NURBS)

**Type**

bool

**render(\*\*kwargs)**

Renders the surface using the visualization component.

The visualization component must be set using `vis` property before calling this method.

**Keyword Arguments:**

- `cpcolor`: sets the color of the control points grid
- `evalcolor`: sets the color of the surface
- `trimcolor`: sets the color of the trim curves
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `extras`: adds line plots to the figure. *Default: None*
- `colormap`: sets the colormap of the surface

The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```
1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]
```

Please note that `colormap` argument can only work with visualization classes that support colormaps. As an example, please see `VisMPL.VisSurfTriangle()` class documentation. This method expects a single colormap input.

**Returns**

the figure object

**reset(\*\*kwargs)**

Resets control points and/or evaluated points.

**Keyword Arguments:**

- `evalpts`: if `True`, then resets evaluated points

- `ctrlpts` if True, then resets control points

**property sample\_size**

Sample size for both u- and v-directions.

Sample size defines the number of surface points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size as a tuple of values corresponding to u- and v-directions

**Setter**

Sets sample size for both u- and v-directions

**Type**

int

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of surface points to generate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of surface points to generate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**set\_ctrlpts(ctrlpts, \*args, \*\*kwargs)**

Sets the control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (x, y, z) coordinates.

---

**Note:** The *v* index varies first. That is, a row of *v* control points for the first *u* value is found first. Then, the row of *v* control points for the next *u* value.

---

#### Parameters

- **ctrlpts** (*list*) – input control points as a list of coordinates
- **args** (*tuple[int, int]*) – number of control points corresponding to each parametric dimension

#### **tessellate**(\*\**kwargs*)

Tessellates the surface.

Keyword arguments are directly passed to the tessellation component.

#### **property tessellator**

Tessellation component.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the tessellation component

##### **Setter**

Sets the tessellation component

#### **property trims**

Curves for trimming the surface.

Surface trims are 2-dimensional curves which are introduced on the parametric space of the surfaces. Trim curves can be a spline curve, an analytic curve or a 2-dimensional freeform shape. To visualize the trimmed surfaces, you need to use a tessellator that supports trimming. The following code snippet illustrates changing the default surface tessellator to the trimmed surface tessellator, `tessellate.TrimTessellate`.

```
1 from geomdl import tessellate
2
3 # Assuming that "surf" variable stores the surface instance
4 surf.tessellator = tessellate.TrimTessellate()
```

In addition, using *trims* initialization argument of the visualization classes, trim curves can be visualized together with their underlying surfaces. Please refer to the visualization configuration class initialization arguments for more details.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the array of trim curves

##### **Setter**

Sets the array of trim curves

#### **property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the geometry type

**Type**

str

**property vertices**

Vertices generated by the tessellation operation.

If the tessellation component is set to None, the result will be an empty list.

**Getter**

Gets the vertices

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights.

---

**Note:** Only available for rational spline geometries. Getter return None otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights

**Setter**

Sets the weights

## Abstract Volume

**class** geomdl.abstract.**Volume**(\*\*kwargs)

Bases: [SplineGeometry](#)

Abstract base class for defining spline volumes.

Volume ABC is inherited from abc.ABCMeta class which is included in Python standard library by default. Due to differences between Python 2 and 3 on defining a metaclass, the compatibility module `six` is employed. Using `six` to set metaclass allows users to use the abstract classes in a correct way.

The abstract base classes in this module are implemented using a feature called Python Properties. This feature allows users to use some of the functions as if they are class fields. You can also consider properties as a pythonic way to set getters and setters. You will see “getter” and “setter” descriptions on the documentation of these properties.

The Volume ABC allows users to set the *FindSpan* function to be used in evaluations with `find_span_func` keyword as an input to the class constructor. NURBS-Python includes a binary and a linear search variation of the FindSpan function in the `helpers` module. You may also implement and use your own *FindSpan* function. Please see the `helpers` module for details.

Code segment below illustrates a possible implementation of Volume abstract base class:

```
1 from geomdl import abstract
2
3 class MyVolumeClass(abstract.Volume):
4     def __init__(self, **kwargs):
5         super(MyVolumeClass, self).__init__(**kwargs)
6         # Add your constructor code here
7
8     def evaluate(self, **kwargs):
9         # Implement this function
10        pass
11
12    def evaluate_single(self, uvw):
13        # Implement this function
14        pass
15
16    def evaluate_list(self, uvw_list):
17        # Implement this function
18        pass
```

The properties and functions defined in the abstract base class will be automatically available in the subclasses.

#### Keyword Arguments:

- **id**: object ID (as integer)
- **precision**: number of decimal places to round to. *Default: 18*
- **normalize\_kv**: if True, knot vector(s) will be normalized to [0,1] domain. *Default: True*
- **find\_span\_func**: default knot span finding algorithm. *Default: [helpers.find\\_span\\_linear\(\)](#)*

#### **add\_trim(trim)**

Adds a trim to the volume.

[trims](#) uses this method to add trims to the volume.

##### **Parameters**

**trim** ([abstract.Surface](#)) – trimming surface

#### **property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the bounding box

##### **Type**

tuple

#### **property cpsize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.



**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

1-dimensional array of control points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

**Setter**

Sets the control points

**Type**

list

**property ctrlpts\_size**

Total number of control points.

**Getter**

Gets the total number of control points

**Type**

int

**property ctrlpts\_size\_u**

Number of control points for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the u-direction

**Setter**

Sets number of control points for the u-direction

**property ctrlpts\_size\_v**

Number of control points for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the v-direction

**Setter**

Sets number of control points for the v-direction

**property ctrlpts\_size\_w**

Number of control points for the w-direction.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets number of control points for the w-direction

**Setter**

Sets number of control points for the w-direction

#### **property data**

Returns a dict which contains the geometry data.

Please refer to the [wiki](#) for details on using this class member.

#### **property degree**

Degree for u-, v- and w-directions

##### **Getter**

Gets the degree

##### **Setter**

Sets the degree

##### **Type**

list

#### **property degree\_u**

Degree for the u-direction.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets degree for the u-direction

##### **Setter**

Sets degree for the u-direction

##### **Type**

int

#### **property degree\_v**

Degree for the v-direction.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets degree for the v-direction

##### **Setter**

Sets degree for the v-direction

##### **Type**

int

#### **property degree\_w**

Degree for the w-direction.

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets degree for the w-direction

##### **Setter**

Sets degree for the w-direction

##### **Type**

int

#### **property delta**

Evaluation delta for u-, v- and w-directions.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta` and `sample_size` properties correspond to the same variable with different descriptions. Therefore, setting `delta` will also set `sample_size`.

The following figure illustrates the working principles of the delta property:

$$[u_0, u_{start} + \delta, (u_{start} + \delta) + \delta, \dots, u_{end}]$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta as a tuple of values corresponding to u-, v- and w-directions

**Setter**

Sets evaluation delta for u-, v- and w-directions

**Type**

float

**property delta\_u**

Evaluation delta for the u-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_u` and `sample_size_u` properties correspond to the same variable with different descriptions. Therefore, setting `delta_u` will also set `sample_size_u`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the u-direction

**Setter**

Sets evaluation delta for the u-direction

**Type**

float

**property delta\_v**

Evaluation delta for the v-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_v` and `sample_size_v` properties correspond to the same variable with different descriptions. Therefore, setting `delta_v` will also set `sample_size_v`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the v-direction

**Setter**

Sets evaluation delta for the v-direction

**Type**

float

**property delta\_w**

Evaluation delta for the w-direction.

Evaluation delta corresponds to the *step size* while `evaluate()` function iterates on the knot vector to generate surface points. Decreasing step size results in generation of more surface points. Therefore; smaller the delta value, smoother the surface.

Please note that `delta_w` and `sample_size_w` properties correspond to the same variable with different descriptions. Therefore, setting `delta_w` will also set `sample_size_w`.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets evaluation delta for the w-direction

**Setter**

Sets evaluation delta for the w-direction

**Type**

float

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**abstract evaluate(\*\*kwargs)**

Evaluates the parametric volume.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**abstract evaluate\_list**(*param\_list*)

Evaluates the parametric volume for an input range of (u, v, w) parameter pairs.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

**param\_list** – array of parameter pairs (u, v, w)

**abstract evaluate\_single**(*param*)

Evaluates the parametric surface at the given (u, v, w) parameter.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**Parameters**

**param** – parameter pair (u, v, w)

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on **Evaluator** classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property knotvector**

Knot vector for u-, v- and w-directions

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**  
list

**property knotvector\_u**

Knot vector for the u-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets knot vector for the u-direction

**Setter**  
Sets knot vector for the u-direction

**Type**  
list

**property knotvector\_v**

Knot vector for the v-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets knot vector for the v-direction

**Setter**  
Sets knot vector for the v-direction

**Type**  
list

**property knotvector\_w**

Knot vector for the w-direction.

The knot vector will be normalized to [0, 1] domain if the class is initialized with `normalize_kv=True` argument.

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets knot vector for the w-direction

**Setter**  
Sets knot vector for the w-direction

**Type**  
list

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the object name

**Setter**  
Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (str) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. None, otherwise.

**property order\_u**

Order for the u-direction.

Defined as  $\text{order} = \text{degree} + 1$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for u-direction

**Setter**

Sets the surface order for u-direction

**Type**

int

**property order\_v**

Order for the v-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for v-direction

**Setter**

Sets the surface order for v-direction

**Type**

int

**property order\_w**

Order for the w-direction.

Defined as `order = degree + 1`

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the surface order for v-direction

**Setter**

Sets the surface order for v-direction

**Type**

int

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True is the B-spline object is rational (NURBS)

**Type**

bool



**render(\*\*kwargs)**

Renders the volume using the visualization component.

The visualization component must be set using `vis` property before calling this method.

**Keyword Arguments:**

- `cpcolor`: sets the color of the control points
- `evalcolor`: sets the color of the volume
- `filename`: saves the plot with the input name
- `plot`: controls plot window visibility. *Default: True*
- `animate`: activates animation (if supported). *Default: False*
- `grid_size`: grid size for voxelization. *Default: (8, 8, 8)*
- `use_cubes`: use cube voxels instead of cuboid ones. *Default: False*
- `num_procs`: number of concurrent processes for voxelization. *Default: 1*

The `plot` argument is useful when you would like to work on the command line without any window context. If `plot` flag is `False`, this method saves the plot as an image file (.png file where possible) and disables plot window popping out. If you don't provide a file name, the name of the image file will be pulled from the configuration class.

`extras` argument can be used to add extra line plots to the figure. This argument expects a list of dicts in the format described below:

```

1  [
2      dict( # line plot 1
3          points=[[1, 2, 3], [4, 5, 6]], # list of points
4          name="My line Plot 1", # name displayed on the legend
5          color="red", # color of the line plot
6          size=6.5 # size of the line plot
7      ),
8      dict( # line plot 2
9          points=[[7, 8, 9], [10, 11, 12]], # list of points
10         name="My line Plot 2", # name displayed on the legend
11         color="navy", # color of the line plot
12         size=12.5 # size of the line plot
13     )
14 ]

```

**Returns**

the figure object

**reset(\*\*kwargs)**

Resets control points and/or evaluated points.

**Keyword Arguments:**

- `evalpts`: if `True`, then resets evaluated points
- `ctrlpts` if `True`, then resets control points

**property sample\_size**

Sample size for both u- and v-directions.

Sample size defines the number of surface points to generate. It also sets the `delta` property.

The following figure illustrates the working principles of sample size property:

$$\underbrace{[u_{start}, \dots, u_{end}]}_{n_{sample}}$$

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size as a tuple of values corresponding to u-, v- and w-directions

**Setter**

Sets sample size value for both u-, v- and w-directions

**Type**

int

**property sample\_size\_u**

Sample size for the u-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_u` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the u-direction

**Setter**

Sets sample size for the u-direction

**Type**

int

**property sample\_size\_v**

Sample size for the v-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_v` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the v-direction

**Setter**

Sets sample size for the v-direction

**Type**

int

**property sample\_size\_w**

Sample size for the w-direction.

Sample size defines the number of evaluated points to generate. It also sets the `delta_w` property.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets sample size for the w-direction

**Setter**

Sets sample size for the w-direction

**Type**

int

**set\_ctrlpts**(*ctrlpts*, \**args*, \*\**kwargs*)

Sets the control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (*x*, *y*, *z*) coordinates.

**Parameters**

- **ctrlpts** (*list*) – input control points as a list of coordinates
- **args** (*tuple*[*int*, *int*, *int*]) – number of control points corresponding to each parametric dimension

**property trims**

Trimming surfaces.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the array of trim surfaces

**Setter**

Sets the array of trim surfaces

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights.

---

**Note:** Only available for rational spline geometries. Getter return None otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights

**Setter**

Sets the weights

**Low Level API**

The following classes provide the low level API for the geometry abstract base.

- [\*GeomdlBase\*](#)
- [\*Geometry\*](#)
- [\*SplineGeometry\*](#)

[\*Geometry\*](#) abstract base class can be used for implementation of any geometry object, whereas [\*SplineGeometry\*](#) abstract base class is designed specifically for spline geometries, including basis splines.

```
class geomdl.abstract.GeomdlBase(**kwargs)
```

Bases: object

Abstract base class for defining geomdl objects.

This class provides the following properties:

- [\*type\*](#)
- [\*id\*](#)
- [\*name\*](#)
- [\*dimension\*](#)
- [\*opt\*](#)

**Keyword Arguments:**

- **id**: object ID (as integer)
- **precision**: number of decimal places to round to. *Default: 18*

**property dimension**

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**  
int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the object name

**Setter**  
Sets the object name

**Type**  
str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in `key => value` format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the dict

**Setter**  
Adds key and value pair to the dict

**Deleter**  
Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the `opt` property.

**Parameters**  
**value** (str) – a key in the `opt` property

**Returns**  
the corresponding value, if the key exists. `None`, otherwise.

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**class** geomdl.abstract.**Geometry**(\*\*kwargs)

Bases: *GeomdlBase*

Abstract base class for defining geometry objects.

This class provides the following properties:

- *type*
- *id*
- *name*
- *dimension*
- *evalpts*
- *opt*

**Keyword Arguments:**

- *id*: object ID (as integer)
- *precision*: number of decimal places to round to. *Default: 18*

**property dimension**

Spatial dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**abstract evaluate**(\*\*kwargs)

Abstract method for the implementation of evaluation algorithm.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(*value*)

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

*str*

**class** geomdl.abstract.**SplineGeometry**(\*\**kwargs*)

Bases: *Geometry*

Abstract base class for defining spline geometry objects.

This class provides the following properties:

- *type* = spline
- *id*
- *name*
- *rational*
- *dimension*
- *pdimension*
- *degree*
- *knotvector*
- *ctrlpts*
- *ctrlpts\_size*
- *weights* (for completeness with the rational spline implementations)
- *evalpts*
- *bbox*
- *evaluator*
- *vis*
- *opt*

**Keyword Arguments:**

- *id*: object ID (as integer)
- *precision*: number of decimal places to round to. *Default: 18*
- *normalize\_kv*: if True, knot vector(s) will be normalized to [0,1] domain. *Default: True*
- *find\_span\_func*: default knot span finding algorithm. *Default: [helpers.find\\_span\\_linear\(\)](#)*



**property bbox**

Bounding box.

Evaluates the bounding box and returns the minimum and maximum coordinates.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the bounding box

**Type**

tuple

**property csize**

Number of control points in all parametric directions.

---

**Note:** This is an expert property for getting and setting control point size(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the number of control points

**Setter**

Sets the number of control points

**Type**

list

**property ctrlpts**

Control points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the control points

**Setter**

Sets the control points

**Type**

list

**property ctrlpts\_size**

Total number of control points.

**Getter**

Gets the total number of control points

**Type**

int

**property degree**

Degree

---

**Note:** This is an expert property for getting and setting the degree(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the degree

**Setter**

Sets the degree

**Type**

list

**property dimension**

Spatial dimension.

Spatial dimension will be automatically estimated from the first element of the control points array.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the spatial dimension, e.g. 2D, 3D, etc.

**Type**

int

**property domain**

Domain.

Domain is determined using the knot vector(s).

**Getter**

Gets the domain

**property evalpts**

Evaluated points.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the coordinates of the evaluated points

**Type**

list

**abstract evaluate(\*\*kwargs)**

Abstract method for the implementation of evaluation algorithm.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**property evaluator**

Evaluator instance.

Evaluators allow users to use different algorithms for B-Spline and NURBS evaluations. Please see the documentation on `Evaluator` classes.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the current Evaluator instance

**Setter**

Sets the Evaluator instance

**Type**

*evaluators.AbstractEvaluator*

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property knotvector**

Knot vector

---

**Note:** This is an expert property for getting and setting the knot vector(s) of the geometry.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the knot vector

**Setter**

Sets the knot vector

**Type**

list

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}
```

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```
geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get**(value)

Safely query for the value from the [opt](#) property.

**Parameters**

**value** (str) – a key in the [opt](#) property

**Returns**

the corresponding value, if the key exists. `None`, otherwise.

**property pdimension**

Parametric dimension.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the parametric dimension

**Type**

int

**property range**

Domain range.

**Getter**

Gets the range

**property rational**

Defines the rational and non-rational B-spline shapes.

Rational shapes use homogeneous coordinates which includes a weight alongside with the Cartesian coordinates. Rational B-splines are also named as NURBS (Non-uniform rational basis spline) and non-rational B-splines are sometimes named as NUBS (Non-uniform basis spline) or directly as B-splines.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Returns True if the B-spline object is rational (NURBS)

**Type**

bool

**abstract render(\*\*kwargs)**

Abstract method for spline rendering and visualization.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

**set\_ctrlpts(ctrlpts, \*args, \*\*kwargs)**

Sets control points and checks if the data is consistent.

This method is designed to provide a consistent way to set control points whether they are weighted or not. It directly sets the control points member of the class, and therefore it doesn't return any values. The input will be an array of coordinates. If you are working in the 3-dimensional space, then your coordinates will be an array of 3 elements representing (x, y, z) coordinates.

**Keyword Arguments:**

- `array_init`: initializes the control points array in the instance
- `array_check_for`: defines the types for input validation
- `callback`: defines the callback function for processing input points
- `dimension`: defines the spatial dimension of the input points

**Parameters**

- **ctrlpts** (*list*) – input control points as a list of coordinates
- **args** (*tuple*) – number of control points corresponding to each parametric dimension

**property type**

Geometry type

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the geometry type

**Type**

str

**property vis**

Visualization component.

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the visualization component

**Setter**

Sets the visualization component

**Type**

vis.VisAbstract

**property weights**

Weights.

---

**Note:** Only available for rational spline geometries. Getter return None otherwise.

---

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the weights

**Setter**

Sets the weights

## 17.3.2 Evaluators

Evaluators allow users to change the evaluation algorithms that are used to evaluate curves, surfaces and volumes, take derivatives and more. All geometry classes set an evaluator by default. Users may switch between the evaluation algorithms at runtime. It is also possible to implement different algorithms (e.g. T-splines) or extend existing ones.

### How to Use

All geometry classes come with a default specialized `evaluator` class, the algorithms are generally different for rational and non-rational geometries. The evaluator class instance can be accessed and/or updated using `evaluator` property. For instance, the following code snippet changes the evaluator of a B-Spline curve.

```
from geomdl import BSpline
from geomdl import evaluators

crv = BSpline.Curve()
cevaltr = evaluators.CurveEvaluator2()
crv.evaluator = cevaltr

# Curve "evaluate" method will use CurveEvaluator2.evaluate() method
crv.evaluate()

# Get evaluated points
curve_points = crv.evalpts
```

### Implementing Evaluators

All evaluators should be extended from `evaluators.AbstractEvaluator` abstract base class. This class provides a point evaluation and a derivative computation methods. Both methods take a *data* input which contains the geometry data as a *dict* object (refer to `BSpline.Surface.data` property as an example). The derivative computation method also takes additional arguments, such as the parametric position and the derivative order.

## Inheritance Diagram



## Abstract Base

**class** geomdl.evaluators.**AbstractEvaluator**(\*\*kwargs)

Bases: object

Abstract base class for implementations of fundamental spline algorithms, such as evaluate and derivative.

### Abstract Methods:

- **evaluate** is used for computation of the complete spline shape
- **derivative\_single** is used for computation of derivatives at a single parametric coordinate

Please note that this class requires the keyword argument **find\_span\_func** to be set to a valid **find\_span** function implementation. Please see [helpers](#) module for details.

**abstract derivatives**(datadict, parpos, deriv\_order=0, \*\*kwargs)

Abstract method for evaluation of the n-th order derivatives at the input parametric position.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

### Parameters

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

**abstract evaluate**(datadict, \*\*kwargs)

Abstract method for evaluation of points on the spline geometry.

---

**Note:** This is an abstract method and it must be implemented in the subclass.

---

### Parameters

- **datadict** (*dict*) – data dictionary containing the necessary variables

**property name**

Evaluator name.

**Getter**

Gets the name of the evaluator

**Type**

str

## Curve Evaluators

**class** geomdl.evaluators.**CurveEvaluator**(\*\*kwargs)

Bases: [\*AbstractEvaluator\*](#)

Sequential curve evaluation algorithms.

This evaluator implements the following algorithms from **The NURBS Book**:

- Algorithm A3.1: CurvePoint
- Algorithm A3.2: CurveDerivsAlg1

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [\*helpers.find\\_span\\_linear\(\)\*](#). Please see [\*Helpers Module Documentation\*](#) for more details.

**derivatives**(datadict, parpos, deriv\_order=0, \*\*kwargs)

Evaluates the n-th order derivatives at the input parametric position.

**Parameters**

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

**Returns**

evaluated derivatives

**Return type**

list

**evaluate**(datadict, \*\*kwargs)

Evaluates the curve.

**Keyword Arguments:**

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

**Parameters**

**datadict** (*dict*) – data dictionary containing the necessary variables

**Returns**

evaluated points

**Return type**

list



**property name**

Evaluator name.

**Getter**

Gets the name of the evaluator

**Type**

str

**class** geomdl.evaluators.**CurveEvaluatorRational**(\*\*kwargs)

Bases: [CurveEvaluator](#)

Sequential rational curve evaluation algorithms.

This evaluator implements the following algorithms from **The NURBS Book**:

- Algorithm A3.1: CurvePoint
- Algorithm A4.2: RatCurveDerivs

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [helpers.find\\_span\\_linear\(\)](#). Please see [Helpers Module Documentation](#) for more details.

**derivatives**(datadict, parpos, deriv\_order=0, \*\*kwargs)

Evaluates the n-th order derivatives at the input parametric position.

**Parameters**

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

**Returns**

evaluated derivatives

**Return type**

list

**evaluate**(datadict, \*\*kwargs)

Evaluates the rational curve.

**Keyword Arguments:**

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

**Parameters**

**datadict** (*dict*) – data dictionary containing the necessary variables

**Returns**

evaluated points

**Return type**

list

**property name**

Evaluator name.

**Getter**

Gets the name of the evaluator

### Type

str

**class** geomdl.evaluators.**CurveEvaluator2**(\*\*kwargs)

Bases: [CurveEvaluator](#)

Sequential curve evaluation algorithms (alternative).

This evaluator implements the following algorithms from **The NURBS Book**:

- Algorithm A3.1: CurvePoint
- Algorithm A3.3: CurveDerivCpts
- Algorithm A3.4: CurveDerivsAlg2

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [helpers.find\\_span\\_linear\(\)](#). Please see [Helpers Module Documentation](#) for more details.

**derivatives**(datadict, parpos, deriv\_order=0, \*\*kwargs)

Evaluates the n-th order derivatives at the input parametric position.

### Parameters

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

### Returns

evaluated derivatives

### Return type

list

**evaluate**(datadict, \*\*kwargs)

Evaluates the curve.

### Keyword Arguments:

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

### Parameters

**datadict** (*dict*) – data dictionary containing the necessary variables

### Returns

evaluated points

### Return type

list

### property name

Evaluator name.

### Getter

Gets the name of the evaluator

### Type

str

## Surface Evaluators

**class** `geomdl.evaluators.SurfaceEvaluator(**kwargs)`

Bases: [\*AbstractEvaluator\*](#)

Sequential surface evaluation algorithms.

This evaluator implements the following algorithms from **The NURBS Book**:

- Algorithm A3.5: `SurfacePoint`
- Algorithm A3.6: `SurfaceDerivsAlg1`

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [\*helpers.find\\_span\\_linear\(\)\*](#). Please see [\*Helpers Module Documentation\*](#) for more details.

**derivatives**(*datadict*, *parpos*, *deriv\_order*=0, \*\*kwargs)

Evaluates the n-th order derivatives at the input parametric position.

### Parameters

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

### Returns

evaluated derivatives

### Return type

list

**evaluate**(*datadict*, \*\*kwargs)

Evaluates the surface.

### Keyword Arguments:

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

### Parameters

**datadict** (*dict*) – data dictionary containing the necessary variables

### Returns

evaluated points

### Return type

list

### property name

Evaluator name.

### Getter

Gets the name of the evaluator

### Type

str

**class** geomdl.evaluators.**SurfaceEvaluatorRational**(\*\*kwargs)

Bases: [SurfaceEvaluator](#)

Sequential rational surface evaluation algorithms.

This evaluator implements the following algorithms from **The NURBS Book**:

- Algorithm A4.3: SurfacePoint
- Algorithm A4.4: RatSurfaceDerivs

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [helpers.find\\_span\\_linear\(\)](#). Please see [Helpers Module Documentation](#) for more details.

**derivatives**(datadict, parpos, deriv\_order=0, \*\*kwargs)

Evaluates the n-th order derivatives at the input parametric position.

**Parameters**

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

**Returns**

evaluated derivatives

**Return type**

list

**evaluate**(datadict, \*\*kwargs)

Evaluates the rational surface.

**Keyword Arguments:**

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

**Parameters**

**datadict** (*dict*) – data dictionary containing the necessary variables

**Returns**

evaluated points

**Return type**

list

**property name**

Evaluator name.

**Getter**

Gets the name of the evaluator

**Type**

str

**class** geomdl.evaluators.**SurfaceEvaluator2**(\*\*kwargs)

Bases: [SurfaceEvaluator](#)

Sequential surface evaluation algorithms (alternative).

This evaluator implements the following algorithms from **The NURBS Book**:

- Algorithm A3.5: SurfacePoint
- Algorithm A3.7: SurfaceDerivCpts
- Algorithm A3.8: SurfaceDerivsAlg2

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [helpers.find\\_span\\_linear\(\)](#). Please see [Helpers Module Documentation](#) for more details.

**derivatives**(*datadict*, *parpos*, *deriv\_order*=0, *\*\*kwargs*)

Evaluates the n-th order derivatives at the input parametric position.

**Parameters**

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

**Returns**

evaluated derivatives

**Return type**

list

**evaluate**(*datadict*, *\*\*kwargs*)

Evaluates the surface.

**Keyword Arguments:**

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

**Parameters**

**datadict** (*dict*) – data dictionary containing the necessary variables

**Returns**

evaluated points

**Return type**

list

**property name**

Evaluator name.

**Getter**

Gets the name of the evaluator

**Type**

str

## Volume Evaluators

**class** `geomdl.evaluators.VolumeEvaluator(**kwargs)`

Bases: [\*AbstractEvaluator\*](#)

Sequential volume evaluation algorithms.

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [\*helpers.find\\_span\\_linear\(\)\*](#). Please see [\*Helpers Module Documentation\*](#) for more details.

**derivatives**(*datadict*, *parpos*, *deriv\_order*=0, \*\*kwargs)

Evaluates the n-th order derivatives at the input parametric position.

### Parameters

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

### Returns

evaluated derivatives

### Return type

list

**evaluate**(*datadict*, \*\*kwargs)

Evaluates the volume.

### Keyword Arguments:

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

### Parameters

**datadict** (*dict*) – data dictionary containing the necessary variables

### Returns

evaluated points

### Return type

list

### property name

Evaluator name.

### Getter

Gets the name of the evaluator

### Type

str

**class** `geomdl.evaluators.VolumeEvaluatorRational(**kwargs)`

Bases: [\*VolumeEvaluator\*](#)

Sequential rational volume evaluation algorithms.

Please note that knot vector span finding function may be changed by setting `find_span_func` keyword argument during the initialization. By default, this function is set to [\*helpers.find\\_span\\_linear\(\)\*](#). Please see [\*Helpers Module Documentation\*](#) for more details.

**derivatives**(*datadict*, *parpos*, *deriv\_order*=0, *\*\*kwargs*)

Evaluates the n-th order derivatives at the input parametric position.

**Parameters**

- **datadict** (*dict*) – data dictionary containing the necessary variables
- **parpos** (*list*, *tuple*) – parametric position where the derivatives will be computed
- **deriv\_order** (*int*) – derivative order; to get the i-th derivative

**Returns**

evaluated derivatives

**Return type**

list

**evaluate**(*datadict*, *\*\*kwargs*)

Evaluates the rational volume.

**Keyword Arguments:**

- **start**: starting parametric position for evaluation
- **stop**: ending parametric position for evaluation

**Parameters**

**datadict** (*dict*) – data dictionary containing the necessary variables

**Returns**

evaluated points

**Return type**

list

**property name**

Evaluator name.

**Getter**

Gets the name of the evaluator

**Type**

str

### 17.3.3 Utility Functions

These modules contain common utility and helper functions for B-Spline / NURBS curve and surface evaluation operations.

#### Utilities

The `utilities` module contains common utility functions for NURBS-Python library and its extensions.

`geomdl.utilities.check_params(params)`

Checks if the parameters are defined in the domain  $[0, 1]$ .

**Parameters**

**params** (*list*, *tuple*) – parameters (u, v, w)

**Returns**

True if defined in the domain [0, 1]. False, otherwise.

**Return type**

bool

`geomdl.utilities.color_generator(seed=None)`

Generates random colors for control and evaluated curve/surface points plots.

The `seed` argument is used to set the random seed by directly passing the value to `random.seed()` function. Please see the Python documentation for more details on the `random` module .

Inspired from <https://stackoverflow.com/a/14019260>

**Parameters**

**seed** – Sets the random seed

**Returns**

list of color strings in hex format

**Return type**

list

`geomdl.utilities.evaluate_bounding_box(ctrlpts)`

Computes the minimum bounding box of the point set.

The (minimum) bounding box is the smallest enclosure in which all the input points lie.

**Parameters**

**ctrlpts** (*list*, *tuple*) – points

**Returns**

bounding box in the format [min, max]

**Return type**

tuple

`geomdl.utilities.make_quad(points, size_u, size_v)`

Converts linear sequence of input points into a quad structure.

**Parameters**

- **points** (*list*, *tuple*) – list of points to be ordered
- **size\_v** (*int*) – number of elements in a row
- **size\_u** (*int*) – number of elements in a column

**Returns**

re-ordered points

**Return type**

list

`geomdl.utilities.make_quadtree(points, size_u, size_v, **kwargs)`

Generates a quadtree-like structure from surface control points.

This function generates a 2-dimensional list of control point coordinates. Considering the object-oriented representation of a quadtree data structure, first dimension of the generated list corresponds to a list of *QuadTree* classes. Second dimension of the generated list corresponds to a *QuadTree* data structure. The first element of the 2nd dimension is the mid-point of the bounding box and the remaining elements are corner points of the bounding box organized in counter-clockwise order.



To maintain stability for the data structure on the edges and corners, the function accepts `extrapolate` keyword argument. If it is `True`, then the function extrapolates the surface on the corners and edges to complete the quad-like structure for each control point. If it is `False`, no extrapolation will be applied. By default, `extrapolate` is set to `True`.

Please note that this function's intention is not generating a real quadtree structure but reorganizing the control points in a very similar fashion to make them available for various geometric operations.

#### Parameters

- **points** (*list*, *tuple*) – 1-dimensional array of surface control points
- **size\_u** (*int*) – number of control points on the u-direction
- **size\_v** (*int*) – number of control points on the v-direction

#### Returns

control points organized in a quadtree-like structure

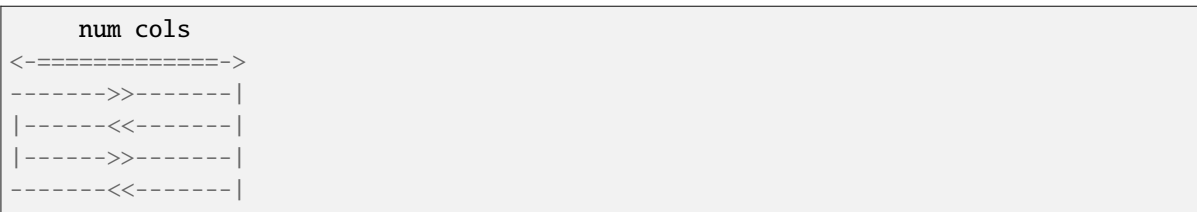
#### Return type

tuple

`geomdl.utilities.make_zigzag(points, num_cols)`

Converts linear sequence of points into a zig-zag shape.

This function is designed to create input for the visualization software. It orders the points to draw a zig-zag shape which enables generating properly connected lines without any scanlines. Please see the below sketch on the functionality of the `num_cols` parameter:



Please note that this function does not detect the ordering of the input points to detect the input points have already been processed to generate a zig-zag shape.

#### Parameters

- **points** (*list*) – list of points to be ordered
- **num\_cols** (*int*) – number of elements in a row which the zig-zag is generated

#### Returns

re-ordered points

#### Return type

list

## Helpers

The `helpers` module contains common functions required for evaluating both surfaces and curves, such as basis function computations, knot vector span finding, etc.

`geomdl.helpers.basis_function(degree, knot_vector, span, knot)`

Computes the non-vanishing basis functions for a single parameter.

Implementation of Algorithm A2.2 from The NURBS Book by Piegl & Tiller. Uses recurrence to compute the basis functions, also known as Cox - de Boor recursion formula.

### Parameters

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list*, *tuple*) – knot vector,  $U$
- **span** (*int*) – knot span,  $i$
- **knot** (*float*) – knot or parameter,  $u$

### Returns

basis functions

### Return type

list

`geomdl.helpers.basis_function_all(degree, knot_vector, span, knot)`

Computes all non-zero basis functions of all degrees from 0 up to the input degree for a single parameter.

A slightly modified version of Algorithm A2.2 from The NURBS Book by Piegl & Tiller. Wrapper for [helpers.basis\\_function\(\)](#) to compute multiple basis functions. Uses recurrence to compute the basis functions, also known as Cox - de Boor recursion formula.

For instance; if `degree = 2`, then this function will compute the basis function values of degrees **0**, **1** and **2** for the `knot` value at the input knot span of the `knot_vector`.

### Parameters

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list*, *tuple*) – knot vector,  $U$
- **span** (*int*) – knot span,  $i$
- **knot** (*float*) – knot or parameter,  $u$

### Returns

basis functions

### Return type

list

`geomdl.helpers.basis_function_ders(degree, knot_vector, span, knot, order)`

Computes derivatives of the basis functions for a single parameter.

Implementation of Algorithm A2.3 from The NURBS Book by Piegl & Tiller.

### Parameters

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list*, *tuple*) – knot vector,  $U$
- **span** (*int*) – knot span,  $i$

- **knot** (*float*) – knot or parameter,  $u$
- **order** (*int*) – order of the derivative

**Returns**

derivatives of the basis functions

**Return type**

list

`geomdl.helpers.basis_function_ders_one(degree, knot_vector, span, knot, order)`

Computes the derivative of one basis functions for a single parameter.

Implementation of Algorithm A2.5 from The NURBS Book by Piegl & Tiller.

**Parameters**

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list, tuple*) – knot\_vector,  $U$
- **span** (*int*) – knot span,  $i$
- **knot** (*float*) – knot or parameter,  $u$
- **order** (*int*) – order of the derivative

**Returns**

basis function derivatives

**Return type**

list

`geomdl.helpers.basis_function_one(degree, knot_vector, span, knot)`

Computes the value of a basis function for a single parameter.

Implementation of Algorithm 2.4 from The NURBS Book by Piegl & Tiller.

**Parameters**

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list, tuple*) – knot vector
- **span** (*int*) – knot span,  $i$
- **knot** (*float*) – knot or parameter,  $u$

**Returns**

basis function,  $N_{i,p}$

**Return type**

float

`geomdl.helpers.basis_functions(degree, knot_vector, spans, knots)`

Computes the non-vanishing basis functions for a list of parameters.

Wrapper for [helpers.basis\\_function\(\)](#) to process multiple span and knot values. Uses recurrence to compute the basis functions, also known as Cox - de Boor recursion formula.

**Parameters**

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list, tuple*) – knot vector,  $U$
- **spans** (*list, tuple*) – list of knot spans

- **knots** (*list*, *tuple*) – list of knots or parameters

**Returns**

basis functions

**Return type**

list

`geomdl.helpers.basis_functions_ders(degree, knot_vector, spans, knots, order)`

Computes derivatives of the basis functions for a list of parameters.

Wrapper for [helpers.basis\\_function\\_ders\(\)](#) to process multiple span and knot values.

**Parameters**

- **degree** (*int*) – degree, *p*
- **knot\_vector** (*list*, *tuple*) – knot vector, *U*
- **spans** (*list*, *tuple*) – list of knot spans
- **knots** (*list*, *tuple*) – list of knots or parameters
- **order** (*int*) – order of the derivative

**Returns**

derivatives of the basis functions

**Return type**

list

`geomdl.helpers.curve_deriv_cpts(dim, degree, kv, cpts, rs, deriv_order=0)`

Compute control points of curve derivatives.

Implementation of Algorithm A3.3 from The NURBS Book by Piegl & Tiller.

**Parameters**

- **dim** (*int*) – spatial dimension of the curve
- **degree** (*int*) – degree of the curve
- **kv** (*list*, *tuple*) – knot vector
- **cpts** (*list*, *tuple*) – control points
- **rs** – minimum (*r1*) and maximum (*r2*) knot spans that the curve derivative will be computed
- **deriv\_order** (*int*) – derivative order, i.e. the *i*-th derivative

**Returns**

control points of the derivative curve over the input knot span range

**Return type**

list

`geomdl.helpers.degree_elevation(degree, ctrlpts, **kwargs)`

Computes the control points of the rational/non-rational spline after degree elevation.

Implementation of Eq. 5.36 of The NURBS Book by Piegl & Tiller, 2nd Edition, p.205

**Keyword Arguments:**

- **num**: number of degree elevations

Please note that degree elevation algorithm can only operate on Bezier shapes, i.e. curves, surfaces, volumes.

**Parameters**

- **degree** (*int*) – degree
- **ctrlpts** (*list*, *tuple*) – control points

**Returns**

control points of the degree-elevated shape

**Return type**

list

`geomdl.helpers.degree_reduction(degree, ctrlpts, **kwargs)`

Computes the control points of the rational/non-rational spline after degree reduction.

Implementation of Eqs. 5.41 and 5.42 of The NURBS Book by Piegl & Tiller, 2nd Edition, p.220

Please note that degree reduction algorithm can only operate on Bezier shapes, i.e. curves, surfaces, volumes and this implementation does NOT compute the maximum error tolerance as described via Eqs. 5.45 and 5.46 of The NURBS Book by Piegl & Tiller, 2nd Edition, p.221 to determine whether the shape is degree reducible or not.

**Parameters**

- **degree** (*int*) – degree
- **ctrlpts** (*list*, *tuple*) – control points

**Returns**

control points of the degree-reduced shape

**Return type**

list

`geomdl.helpers.find_multiplicity(knot, knot_vector, **kwargs)`

Finds knot multiplicity over the knot vector.

**Keyword Arguments:**

- **tol**: tolerance (delta) value for equality checking

**Parameters**

- **knot** (*float*) – knot or parameter, *u*
- **knot\_vector** (*list*, *tuple*) – knot vector, *U*

**Returns**

knot multiplicity, *s*

**Return type**

int

`geomdl.helpers.find_span_binsearch(degree, knot_vector, num_ctrlpts, knot, **kwargs)`

Finds the span of the knot over the input knot vector using binary search.

Implementation of Algorithm A2.1 from The NURBS Book by Piegl & Tiller.

The NURBS Book states that the knot span index always starts from zero, i.e. for a knot vector [0, 0, 1, 1]; if FindSpan returns 1, then the knot is between the half-open interval [0, 1).

**Parameters**

- **degree** (*int*) – degree, *p*
- **knot\_vector** (*list*, *tuple*) – knot vector, *U*

- **num\_ctrlpts** (*int*) – number of control points,  $n + 1$
- **knot** (*float*) – knot or parameter,  $u$

**Returns**

knot span

**Return type**

int

`geomdl.helpers.find_span_linear(degree, knot_vector, num_ctrlpts, knot, **kwargs)`

Finds the span of a single knot over the knot vector using linear search.

Alternative implementation for the Algorithm A2.1 from The NURBS Book by Piegl & Tiller.

**Parameters**

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list*, *tuple*) – knot vector,  $U$
- **num\_ctrlpts** (*int*) – number of control points,  $n + 1$
- **knot** (*float*) – knot or parameter,  $u$

**Returns**

knot span

**Return type**

int

`geomdl.helpers.find_spans(degree, knot_vector, num_ctrlpts, knots, func=<function find_span_linear>)`

Finds spans of a list of knots over the knot vector.

**Parameters**

- **degree** (*int*) – degree,  $p$
- **knot\_vector** (*list*, *tuple*) – knot vector,  $U$
- **num\_ctrlpts** (*int*) – number of control points,  $n + 1$
- **knots** (*list*, *tuple*) – list of knots or parameters
- **func** – function for span finding, e.g. linear or binary search

**Returns**

list of spans

**Return type**

list

`geomdl.helpers.knot_insertion(degree, knotvector, ctrlpts, u, **kwargs)`

Computes the control points of the rational/non-rational spline after knot insertion.

Part of Algorithm A5.1 of The NURBS Book by Piegl & Tiller, 2nd Edition.

**Keyword Arguments:**

- **num**: number of knot insertions. *Default: 1*
- **s**: multiplicity of the knot. *Default: computed via :func: `find\_multiplicity`*
- **span**: knot span. *Default: computed via :func: `find\_span\_linear`*

**Parameters**

- **degree** (*int*) – degree
- **knotvector** (*list*, *tuple*) – knot vector
- **ctrlpts** (*list*) – control points
- **u** (*float*) – knot to be inserted

**Returns**

updated control points

**Return type**

list

`geomdl.helpers.knot_insertion_alpha(u, knotvector, span, idx, leg)`

Computes  $\alpha$  coefficient for knot insertion algorithm.

**Parameters**

- **u** (*float*) – knot
- **knotvector** (*tuple*) – knot vector
- **span** (*int*) – knot span
- **idx** (*int*) – index value (degree-dependent)
- **leg** (*int*) – i-th leg of the control points polygon

**Returns**

coefficient value

**Return type**

float

`geomdl.helpers.knot_insertion_kv(knotvector, u, span, r)`

Computes the knot vector of the rational/non-rational spline after knot insertion.

Part of Algorithm A5.1 of The NURBS Book by Piegl & Tiller, 2nd Edition.

**Parameters**

- **knotvector** (*list*, *tuple*) – knot vector
- **u** (*float*) – knot
- **span** (*int*) – knot span
- **r** (*int*) – number of knot insertions

**Returns**

updated knot vector

**Return type**

list

`geomdl.helpers.knot_refinement(degree, knotvector, ctrlpts, **kwargs)`

Computes the knot vector and the control points of the rational/non-rational spline after knot refinement.

Implementation of Algorithm A5.4 of The NURBS Book by Piegl & Tiller, 2nd Edition.

The algorithm automatically find the knots to be refined, i.e. the middle knots in the knot vector, and their multiplicities, i.e. number of same knots in the knot vector. This is the basis of knot refinement algorithm. This operation can be overridden by providing a list of knots via `knot_list` argument. In addition, users can provide a list of additional knots to be inserted in the knot vector via `add_knot_list` argument.

Moreover, a numerical density argument can be used to automate extra knot insertions. If `density` is bigger than 1, then the algorithm finds the middle knots in each internal knot span to increase the number of knots to be refined.

**Example:** Let the degree is 2 and the knot vector to be refined is `[0, 2, 4]` with the superfluous knots from the start and end are removed. Knot vectors with the changing `density` (`d`) value will be:

- `d = 1`, knot vector `[0, 1, 1, 2, 2, 3, 3, 4]`
- `d = 2`, knot vector `[0, 0.5, 0.5, 1, 1, 1.5, 1.5, 2, 2, 2.5, 2.5, 3, 3, 3.5, 3.5, 4]`

#### Keyword Arguments:

- `knot_list`: knot list to be refined. *Default: list of internal knots*
- `add_knot_list`: additional list of knots to be refined. *Default: []*
- `density`: Density of the knots. *Default: 1*

#### Parameters

- `degree` (*int*) – degree
- `knotvector` (*list, tuple*) – knot vector
- `ctrlpts` – control points

#### Returns

updated control points and knot vector

#### Return type

tuple

`geomdl.helpers.knot_removal(degree, knotvector, ctrlpts, u, **kwargs)`

Computes the control points of the rational/non-rational spline after knot removal.

Implementation based on Algorithm A5.8 and Equation 5.28 of The NURBS Book by Piegl & Tiller

#### Keyword Arguments:

- `num`: number of knot removals

#### Parameters

- `degree` (*int*) – degree
- `knotvector` (*list, tuple*) – knot vector
- `ctrlpts` (*list*) – control points
- `u` (*float*) – knot to be removed

#### Returns

updated control points

#### Return type

list

`geomdl.helpers.knot_removal_alpha_i(u, degree, knotvector, num, idx)`

Computes  $\alpha_i$  coefficient for knot removal algorithm.

Please refer to Eq. 5.29 of The NURBS Book by Piegl & Tiller, 2nd Edition, p.184 for details.

#### Parameters



- **u** (*float*) – knot
- **degree** (*int*) – degree
- **knotvector** (*tuple*) – knot vector
- **num** (*int*) – knot removal index
- **idx** (*int*) – iterator index

**Returns**

coefficient value

**Return type**

float

`geomdl.helpers.knot_removal_alpha_j(u, degree, knotvector, num, idx)`

Computes  $\alpha_j$  coefficient for knot removal algorithm.

Please refer to Eq. 5.29 of The NURBS Book by Piegl & Tiller, 2nd Edition, p.184 for details.

**Parameters**

- **u** (*float*) – knot
- **degree** (*int*) – degree
- **knotvector** (*tuple*) – knot vector
- **num** (*int*) – knot removal index
- **idx** (*int*) – iterator index

**Returns**

coefficient value

**Return type**

float

`geomdl.helpers.knot_removal_kv(knotvector, span, r)`

Computes the knot vector of the rational/non-rational spline after knot removal.

Part of Algorithm A5.8 of The NURBS Book by Piegl & Tiller, 2nd Edition.

**Parameters**

- **knotvector** (*list*, *tuple*) – knot vector
- **span** (*int*) – knot span
- **r** (*int*) – number of knot removals

**Returns**

updated knot vector

**Return type**

list

`geomdl.helpers.surface_deriv_cpts(dim, degree, kv, cpts, cpsize, rs, ss, deriv_order=0)`

Compute control points of surface derivatives.

Implementation of Algorithm A3.7 from The NURBS Book by Piegl & Tiller.

**Parameters**

- **dim** (*int*) – spatial dimension of the surface
- **degree** (*list*, *tuple*) – degrees

- **kv** (*list*, *tuple*) – knot vectors
- **cpts** (*list*, *tuple*) – control points
- **cpsize** (*list*, *tuple*) – number of control points in all parametric directions
- **rs** (*list*, *tuple*) – minimum (r1) and maximum (r2) knot spans for the u-direction
- **ss** (*list*, *tuple*) – minimum (s1) and maximum (s2) knot spans for the v-direction
- **deriv\_order** (*int*) – derivative order, i.e. the i-th derivative

**Returns**

control points of the derivative surface over the input knot span ranges

**Return type**

list

## Linear Algebra

The `linalg` module contains some basic functions for point, vector and matrix operations.

Although most of the functions are designed for internal usage, the users can still use some of the functions for their advantage, especially the point and vector manipulation and generation functions. Functions related to point manipulation have `point_` prefix and the ones related to vectors have `vector_` prefix.

`geomdl.linalg.backward_substitution(matrix_u, matrix_y)`

Backward substitution method for the solution of linear systems.

Solves the equation  $Ux = y$  using backward substitution method where  $U$  is a upper triangular matrix and  $y$  is a column matrix.

**Parameters**

- **matrix\_u** (*list*, *tuple*) –  $U$ , upper triangular matrix
- **matrix\_y** (*list*, *tuple*) –  $y$ , column matrix

**Returns**

$x$ , column matrix

**Return type**

list

`geomdl.linalg.binomial_coefficient(k, i)`

Computes the binomial coefficient (denoted by  $k$  choose  $i$ ).

Please see the following website for details: <http://mathworld.wolfram.com/BinomialCoefficient.html>

**Parameters**

- **k** (*int*) – size of the set of distinct elements
- **i** (*int*) – size of the subsets

**Returns**

combination of  $k$  and  $i$

**Return type**

float

`geomdl.linalg.convex_hull(points)`

Returns points on convex hull in counterclockwise order according to Graham's scan algorithm.

Reference: <https://gist.github.com/arthur-e/5cf52962341310f438e96c1f3c3398b8>

---

**Note:** This implementation only works in 2-dimensional space.

---

**Parameters**

**points** (*list*, *tuple*) – list of 2-dimensional points

**Returns**

convex hull of the input points

**Return type**

list

`geomdl.linalg.forward_substitution(matrix_l, matrix_b)`

Forward substitution method for the solution of linear systems.

Solves the equation  $Ly = b$  using forward substitution method where  $L$  is a lower triangular matrix and  $b$  is a column matrix.

**Parameters**

- **matrix\_l** (*list*, *tuple*) –  $L$ , lower triangular matrix
- **matrix\_b** (*list*, *tuple*) –  $b$ , column matrix

**Returns**

$y$ , column matrix

**Return type**

list

`geomdl.linalg.frange(start, stop, step=1.0)`

Implementation of Python's `range()` function which works with floats.

Reference to this implementation: <https://stackoverflow.com/a/36091634>

**Parameters**

- **start** (*float*) – start value
- **stop** (*float*) – end value
- **step** (*float*) – increment

**Returns**

float

**Return type**

generator

`geomdl.linalg.is_left(point0, point1, point2)`

Tests if a point is Left|On|Right of an infinite line.

Ported from the C++ version: on [http://geomalgorithms.com/a03-\\_inclusion.html](http://geomalgorithms.com/a03-_inclusion.html)

---

**Note:** This implementation only works in 2-dimensional space.

---

#### Parameters

- **point0** – Point P0
- **point1** – Point P1
- **point2** – Point P2

#### Returns

>0 for P2 left of the line through P0 and P1 =0 for P2 on the line <0 for P2 right of the line

`geomdl.linalg.linspace(start, stop, num, decimals=18)`

Returns a list of evenly spaced numbers over a specified interval.

Inspired from Numpy's `linspace` function: [https://github.com/numpy/numpy/blob/master/numpy/core/function\\_base.py](https://github.com/numpy/numpy/blob/master/numpy/core/function_base.py)

#### Parameters

- **start** (*float*) – starting value
- **stop** (*float*) – end value
- **num** (*int*) – number of samples to generate
- **decimals** (*int*) – number of significands

#### Returns

a list of equally spaced numbers

#### Return type

list

`geomdl.linalg.lu_decomposition(matrix_a)`

LU-Factorization method using Doolittle's Method for solution of linear systems.

Decomposes the matrix  $A$  such that  $A = LU$ .

The input matrix is represented by a list or a tuple. The input matrix is **2-dimensional**, i.e. list of lists of integers and/or floats.

#### Parameters

**matrix\_a** (*list*, *tuple*) – Input matrix (must be a square matrix)

#### Returns

a tuple containing matrices L and U

#### Return type

tuple

`geomdl.linalg.lu_factor(matrix_a, b)`

Computes the solution to a system of linear equations with partial pivoting.

This function solves  $Ax = b$  using LUP decomposition.  $A$  is a  $N \times N$  matrix,  $b$  is  $N \times M$  matrix of  $M$  column vectors. Each column of  $x$  is a solution for corresponding column of  $b$ .

#### Parameters

- **matrix\_a** – matrix A
- **b** (*list*) – matrix of M column vectors

#### Returns

$x$ , the solution matrix

**Return type**

list

`geomdl.linalg.lu_solve(matrix_a, b)`

Computes the solution to a system of linear equations.

This function solves  $Ax = b$  using LU decomposition.  $A$  is a  $N \times N$  matrix,  $b$  is  $N \times M$  matrix of  $M$  column vectors. Each column of  $x$  is a solution for corresponding column of  $b$ .

**Parameters**

- **matrix\_a** – matrix  $A$
- **b** (*list*) – matrix of  $M$  column vectors

**Returns**

$x$ , the solution matrix

**Return type**

list

`geomdl.linalg.matrix_determinant(m)`

Computes the determinant of the square matrix  $M$  via LUP decomposition.

**Parameters**

**m** (*list*, *tuple*) – input matrix

**Returns**

determinant of the matrix

**Return type**

float

`geomdl.linalg.matrix_identity(n)`

Generates a  $N \times N$  identity matrix.

**Parameters**

**n** (*int*) – size of the matrix

**Returns**

identity matrix

**Return type**

list

`geomdl.linalg.matrix_inverse(m)`

Computes the inverse of the matrix via LUP decomposition.

**Parameters**

**m** (*list*, *tuple*) – input matrix

**Returns**

inverse of the matrix

**Return type**

list

`geomdl.linalg.matrix_multiply(mat1, mat2)`

Matrix multiplication (iterative algorithm).

The running time of the iterative matrix multiplication algorithm is  $O(n^3)$ .

**Parameters**

- **mat1** (*list*, *tuple*) – 1st matrix with dimensions  $(n \times p)$
- **mat2** (*list*, *tuple*) – 2nd matrix with dimensions  $(p \times m)$

**Returns**

resultant matrix with dimensions  $(n \times m)$

**Return type**

list

`geomdl.linalg.matrix_pivot(m, sign=False)`

Computes the pivot matrix for M, a square matrix.

This function computes

- the permutation matrix,  $P$
- the product of M and P,  $M \times P$
- determinant of P,  $\det(P)$  if `sign = True`

**Parameters**

- **m** (*list*, *tuple*) – input matrix
- **sign** (*bool*) – flag to return the determinant of the permutation matrix, P

**Returns**

a tuple containing the matrix product of M x P, P and  $\det(P)$

**Return type**

tuple

`geomdl.linalg.matrix_scalar(m, sc)`

Matrix multiplication by a scalar value (iterative algorithm).

The running time of the iterative matrix multiplication algorithm is  $O(n^2)$ .

**Parameters**

- **m** (*list*, *tuple*) – input matrix
- **sc** (*int*, *float*) – scalar value

**Returns**

resultant matrix

**Return type**

list

`geomdl.linalg.matrix_transpose(m)`

Transposes the input matrix.

The input matrix  $m$  is a 2-dimensional array.

**Parameters**

**m** (*list*, *tuple*) – input matrix with dimensions  $(n \times m)$

**Returns**

transpose matrix with dimensions  $(m \times n)$

**Return type**

list

`geomdl.linalg.point_distance(pt1, pt2)`

Computes distance between two points.

**Parameters**

- **pt1** (*list*, *tuple*) – point 1
- **pt2** (*list*, *tuple*) – point 2

**Returns**

distance between input points

**Return type**

float

`geomdl.linalg.point_mid(pt1, pt2)`

Computes the midpoint of the input points.

**Parameters**

- **pt1** (*list*, *tuple*) – point 1
- **pt2** (*list*, *tuple*) – point 2

**Returns**

midpoint

**Return type**

list

`geomdl.linalg.point_translate(point_in, vector_in)`

Translates the input points using the input vector.

**Parameters**

- **point\_in** (*list*, *tuple*) – input point
- **vector\_in** (*list*, *tuple*) – input vector

**Returns**

translated point

**Return type**

list

`geomdl.linalg.triangle_center(tri, uv=False)`

Computes the center of mass of the input triangle.

**Parameters**

- **tri** (`elements.Triangle`) – triangle object
- **uv** (*bool*) – if True, then finds parametric position of the center of mass

**Returns**

center of mass of the triangle

**Return type**

tuple

`geomdl.linalg.triangle_normal(tri)`

Computes the (approximate) normal vector of the input triangle.

**Parameters**

- **tri** (`elements.Triangle`) – triangle object

**Returns**

normal vector of the triangle

**Return type**

tuple

`geomdl.linalg.vector_angle_between(vector1, vector2, **kwargs)`

Computes the angle between the two input vectors.

If the keyword argument `degrees` is set to `True`, then the angle will be in degrees. Otherwise, it will be in radians. By default, `degrees` is set to `True`.

**Parameters**

- **vector1** (*list*, *tuple*) – vector
- **vector2** (*list*, *tuple*) – vector

**Returns**

angle between the vectors

**Return type**

float

`geomdl.linalg.vector_cross(vector1, vector2)`

Computes the cross-product of the input vectors.

**Parameters**

- **vector1** (*list*, *tuple*) – input vector 1
- **vector2** (*list*, *tuple*) – input vector 2

**Returns**

result of the cross product

**Return type**

tuple

`geomdl.linalg.vector_dot(vector1, vector2)`

Computes the dot-product of the input vectors.

**Parameters**

- **vector1** (*list*, *tuple*) – input vector 1
- **vector2** (*list*, *tuple*) – input vector 2

**Returns**

result of the dot product

**Return type**

float

`geomdl.linalg.vector_generate(start_pt, end_pt, normalize=False)`

Generates a vector from 2 input points.

**Parameters**

- **start\_pt** (*list*, *tuple*) – start point of the vector
- **end\_pt** (*list*, *tuple*) – end point of the vector
- **normalize** (*bool*) – if `True`, the generated vector is normalized



**Returns**

a vector from start\_pt to end\_pt

**Return type**

list

`geomdl.linalg.vector_is_zero(vector_in, tol=1e-07)`

Checks if the input vector is a zero vector.

**Parameters**

- **vector\_in** (*list*, *tuple*) – input vector
- **tol** (*float*) – tolerance value

**Returns**

True if the input vector is zero, False otherwise

**Return type**

bool

`geomdl.linalg.vector_magnitude(vector_in)`

Computes the magnitude of the input vector.

**Parameters**

**vector\_in** (*list*, *tuple*) – input vector

**Returns**

magnitude of the vector

**Return type**

float

`geomdl.linalg.vector_mean(*args)`

Computes the mean (average) of a list of vectors.

The function computes the arithmetic mean of a list of vectors, which are also organized as a list of integers or floating point numbers.

```

1  # Create a list of vectors as an example
2  vector_list = [[1, 2, 3], [4, 5, 6], [7, 8, 9]]
3
4  # Compute mean vector
5  mean_vector = vector_mean(*vector_list)
6
7  # Alternative usage example (same as above):
8  mean_vector = vector_mean([1, 2, 3], [4, 5, 6], [7, 8, 9])

```

**Parameters**

**args** (*list*, *tuple*) – list of vectors

**Returns**

mean vector

**Return type**

list

`geomdl.linalg.vector_multiply(vector_in, scalar)`

Multiplies the vector with a scalar value.

This operation is also called *vector scaling*.

**Parameters**

- **vector\_in** (*list*, *tuple*) – vector
- **scalar** (*int*, *float*) – scalar value

**Returns**

updated vector

**Return type**

tuple

`geomdl.linalg.vector_normalize(vector_in, decimals=18)`

Generates a unit vector from the input.

**Parameters**

- **vector\_in** (*list*, *tuple*) – vector to be normalized
- **decimals** (*int*) – number of significands

**Returns**

the normalized vector (i.e. the unit vector)

**Return type**

list

`geomdl.linalg.vector_sum(vector1, vector2, coeff=1.0)`

Sums the vectors.

This function computes the result of the vector operation  $\bar{v}_1 + c * \bar{v}_2$ , where  $\bar{v}_1$  is **vector1**,  $\bar{v}_2$  is **vector2** and  $c$  is **coeff**.

**Parameters**

- **vector1** (*list*, *tuple*) – vector 1
- **vector2** (*list*, *tuple*) – vector 2
- **coeff** (*float*) – multiplier for vector 2

**Returns**

updated vector

**Return type**

list

`geomdl.linalg.wn_poly(point, vertices)`

Winding number test for a point in a polygon.

Ported from the C++ version: [http://geomalgorithms.com/a03-\\_inclusion.html](http://geomalgorithms.com/a03-_inclusion.html)

---

**Note:** This implementation only works in 2-dimensional space.

---

**Parameters**

- **point** (*list*, *tuple*) – point to be tested
- **vertices** (*list*, *tuple*) – vertex points of a polygon vertices[n+1] with vertices[n] = vertices[0]

**Returns**

True if the point is inside the input polygon, False otherwise

**Return type**  
bool

### 17.3.4 Voxelization

Added in version 5.0.

`voxelize` module provides functions for voxelizing NURBS volumes. `voxelize()` also supports multi-threaded operations via `multiprocessing` module.

#### Function Reference

`geomdl.voxelize.save_voxel_grid(voxel_grid, file_name)`

Saves binary voxel grid as a binary file.

The binary file is structured in little-endian unsigned int format.

##### Parameters

- **voxel\_grid** (*list*, *tuple*) – binary voxel grid
- **file\_name** (*str*) – file name to save

`geomdl.voxelize.voxelize(obj, **kwargs)`

Generates binary voxel representation of the surfaces and volumes.

##### Keyword Arguments:

- **grid\_size**: size of the voxel grid. *Default: (8, 8, 8)*
- **padding**: voxel padding for in-outs finding. *Default: 10e-8*
- **use\_cubes**: use cube voxels instead of cuboid ones. *Default: False*
- **num\_procs**: number of concurrent processes for voxelization. *Default: 1*

##### Parameters

**obj** (`abstract.Surface` or `abstract.Volume`) – input surface(s) or volume(s)

##### Returns

voxel grid and filled information

##### Return type

tuple

### 17.3.5 Geometric Entities

The geometric entities are used for advanced algorithms, such as tessellation. The `AbstractEntity` class provides the abstract base for all geometric and topological entities.

This module provides the following geometric and topological entities:

- `Vertex`
- `Triangle`
- `Quad`
- `Face`
- `Body`

## Class Reference

**class** `geomdl.elements.Body(*args, **kwargs)`

Bases: `AbstractEntity`

Representation of Body entity which is composed of faces.

**add\_face**(\*args)

Adds faces to the Body object.

This method takes a single or a list of faces as its function arguments.

**property faces**

Faces of the body

**Getter**

Gets the list of faces

**Type**

tuple

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

`opt` is a wrapper to a dict in `key => value` format, where `key` is string, `value` is any Python object. You can use `opt` property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}
```

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```

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}

```

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**Safely query for the value from the *opt* property.**Parameters****value** (*str*) – a key in the *opt* property**Returns**the corresponding value, if the key exists. *None*, otherwise.

```
class geomdl.elements.Face(*args, **kwargs)
```

Bases: *AbstractEntity*

Representation of Face entity which is composed of triangles or quads.

**add\_triangle(\*args)**

Adds triangles to the Face object.

This method takes a single or a list of triangles as its function arguments.

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (str) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property triangles**

Triangles of the face

**Getter**

Gets the list of triangles

**Type**

tuple

**class** geomdl.elements.**Quad**(\*args, \*\*kwargs)

Bases: AbstractEntity

Quad entity which represents a quadrilateral structure composed of vertices.

A Quad entity stores the vertices in its data structure. `data` returns the vertex IDs and `vertices` return the `Vertex` instances that compose the quadrilateral structure.

#### **add\_vertex(\*args)**

Adds vertices to the Quad object.

This method takes a single or a list of vertices as its function arguments.

#### **property data**

Vertices composing the quadrilateral structure.

##### **Getter**

Gets the vertex indices (as int values)

##### **Setter**

Sets the vertices (as Vertex objects)

#### **property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the object ID

##### **Setter**

Sets the object ID

##### **Type**

int

#### **property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

##### **Getter**

Gets the object name

##### **Setter**

Sets the object name

##### **Type**

str

#### **property opt**

Dictionary for storing custom data in the current geometry object.

`opt` is a wrapper to a dict in `key => value` format, where `key` is string, `value` is any Python object. You can use `opt` property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳ integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳ value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
```

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```
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**Safely query for the value from the `opt` property.**Parameters****value** (*str*) – a key in the `opt` property**Returns**the corresponding value, if the key exists. `None`, otherwise.**property vertices**

Vertices composing the quadrilateral structure.

**Getter**

Gets the vertices

**class** geomdl.elements.Triangle(\*args, \*\*kwargs)

Bases: AbstractEntity

Triangle entity which represents a triangle composed of vertices.

A Triangle entity stores the vertices in its data structure. `data` returns the vertex IDs and `vertices` return the `Vertex` instances that compose the triangular structure.

**add\_vertex(\*args)**

Adds vertices to the Triangle object.

This method takes a single or a list of vertices as its function arguments.

**property data**

Vertices composing the triangular structure.

**Getter**

Gets the vertex indices (as int values)

**Setter**

Sets the vertices (as Vertex objects)

**property edges**

Edges of the triangle

**Getter**

Gets the list of vertices that generates the edges of the triangle



**Type**  
list

#### property id

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the object ID

**Setter**  
Sets the object ID

**Type**  
int

#### property inside

Inside-outside flag

**Getter**  
Gets the flag

**Setter**  
Sets the flag

**Type**  
bool

#### property name

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**  
Gets the object name

**Setter**  
Sets the object name

**Type**  
str

#### property opt

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
```

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```
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**Safely query for the value from the *opt* property.**Parameters****value** (*str*) – a key in the *opt* property**Returns**the corresponding value, if the key exists. *None*, otherwise.**property vertex\_ids**

Vertex indices

---

**Note:** Please use *data* instead of this property.

---

**Getter**

Gets the vertex indices

**Type**

list

**property vertices**

Vertices of the triangle

**Getter**

Gets the list of vertices

**Type**

tuple

**property vertices\_closed**

Vertices which generates a closed triangle

Adds the first vertex as a last element of the return value (good for plotting)

**Getter**

Gets the list of vertices

**Type**

list

```
class geomdl.elements.Vertex(*args, **kwargs)
```

Bases: AbstractEntity

3-dimensional Vertex entity with spatial and parametric position.

**property data**

(x,y,z) components of the vertex.

**Getter**

Gets the 3-dimensional components

**Setter**

Sets the 3-dimensional components

**property id**

Object ID (as an integer).

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object ID

**Setter**

Sets the object ID

**Type**

int

**property inside**

Inside-outside flag

**Getter**

Gets the flag

**Setter**

Sets the flag

**Type**

bool

**property name**

Object name (as a string)

Please refer to the [wiki](#) for details on using this class member.

**Getter**

Gets the object name

**Setter**

Sets the object name

**Type**

str

**property opt**

Dictionary for storing custom data in the current geometry object.

opt is a wrapper to a dict in *key => value* format, where *key* is string, *value* is any Python object. You can use opt property to store custom data inside the geometry object. For instance:

```
geom.opt = ["face_id", 4] # creates "face_id" key and sets its value to an
↳integer
geom.opt = ["contents", "data values"] # creates "face_id" key and sets its
↳value to a string
print(geom.opt) # will print: {'face_id': 4, 'contents': 'data values'}

del geom.opt # deletes the contents of the hash map
print(geom.opt) # will print: {}

geom.opt = ["body_id", 1] # creates "body_id" key and sets its value to 1
geom.opt = ["body_id", 12] # changes the value of "body_id" to 12
print(geom.opt) # will print: {'body_id': 12}

geom.opt = ["body_id", None] # deletes "body_id"
print(geom.opt) # will print: {}
```

**Getter**

Gets the dict

**Setter**

Adds key and value pair to the dict

**Deleter**

Deletes the contents of the dict

**opt\_get(value)**

Safely query for the value from the *opt* property.

**Parameters**

**value** (*str*) – a key in the *opt* property

**Returns**

the corresponding value, if the key exists. *None*, otherwise.

**property u**

Parametric u-component of the vertex

**Getter**

Gets the u-component of the vertex

**Setter**

Sets the u-component of the vertex

**Type**

float

**property uv**

Parametric (u,v) pair of the vertex

**Getter**

Gets the uv-component of the vertex

**Setter**

Sets the uv-component of the vertex

**Type**

list, tuple

**property v**

Parametric v-component of the vertex

**Getter**

Gets the v-component of the vertex

**Setter**

Sets the v-component of the vertex

**Type**

float

**property x**

x-component of the vertex

**Getter**

Gets the x-component of the vertex

**Setter**

Sets the x-component of the vertex

**Type**

float

**property y**

y-component of the vertex

**Getter**

Gets the y-component of the vertex

**Setter**

Sets the y-component of the vertex

**Type**

float

**property z**

z-component of the vertex

**Getter**

Gets the z-component of the vertex

**Setter**

Sets the z-component of the vertex

**Type**

float

## 17.3.6 Ray Module

ray module provides utilities for ray operations. A ray (half-line) is defined by two distinct points represented by [Ray](#) class. This module also provides a function to compute intersection of 2 rays.

## Function and Class Reference

**class** geomdl.ray.Ray(*point1*, *point2*)

Representation of a n-dimensional ray generated from 2 points.

A ray is defined by  $r(t) = p_1 + t \times \vec{d}$  where  $t$  is the parameter value,  $\vec{d} = p_2 - p_1$  is the vector component of the ray,  $p_1$  is the origin point and  $p_2$  is the second point which is required to define a line segment

### Parameters

- **point1** (*list*, *tuple*) – 1st point of the line segment
- **point2** (*list*, *tuple*) – 2nd point of the line segment

### property d

Vector component of the ray (d)

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the vector component of the ray

### property dimension

Spatial dimension of the ray

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the dimension of the ray

### eval(*t=0*)

Finds the point on the line segment defined by the input parameter.

$t = 0$  returns the origin (1st) point, defined by the input argument **point1** and  $t = 1$  returns the end (2nd) point, defined by the input argument **point2**.

### Parameters

**t** (*float*) – parameter

### Returns

point at the parameter value

### Return type

tuple

### property p

Origin point of the ray (p)

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the origin point of the ray

### property points

Start and end points of the line segment that the ray was generated

Please refer to the [wiki](#) for details on using this class member.

#### Getter

Gets the points

**class** geomdl.ray.RayIntersection

The status of the ray intersection operation

`geomdl.ray.intersect(ray1, ray2, **kwargs)`

Finds intersection of 2 rays.

This functions finds the parameter values for the 1st and 2nd input rays and returns a tuple of (parameter for ray1, parameter for ray2, intersection status). status value is a enum type which reports the case which the intersection operation encounters.

The intersection operation can encounter 3 different cases:

- Intersecting: This is the anticipated solution. Returns (t1, t2, RayIntersection.INTERSECT)
- Colinear: The rays can be parallel or coincident. Returns (t1, t2, RayIntersection.COLINEAR)
- Skew: The rays are neither parallel nor intersecting. Returns (t1, t2, RayIntersection.SKEW)

For the colinear case, t1 and t2 are the parameter values that give the starting point of the ray2 and ray1, respectively. Therefore;

```
ray1.eval(t1) == ray2.p
ray2.eval(t2) == ray1.p
```

Please note that this operation is only implemented for 2- and 3-dimensional rays.

#### Parameters

- **ray1** – 1st ray
- **ray2** – 2nd ray

#### Returns

a tuple of the parameter (t) for ray1 and ray2, and status of the intersection

#### Return type

tuple





## VISUALIZATION MODULES

NURBS-Python provides an abstract base for visualization modules. It is a part of the *Core Library* and it can be used to implement various visualization backends.

NURBS-Python comes with the following visualization modules:

### 18.1 Visualization Base

The visualization component in the NURBS-Python package provides an easy way to visualise the surfaces and the 2D/3D curves generated using the library. The following are the list of abstract classes for the visualization system and its configuration.

#### 18.1.1 Class Reference

Abstract base class for visualization

Defines an abstract base for NURBS-Python (geomdl) visualization modules.

**param config**  
configuration class

**type config**  
VisConfigAbstract

Abstract base class for user configuration of the visualization module

Defines an abstract base for NURBS-Python (geomdl) visualization configuration.

### 18.2 Matplotlib Implementation

This module provides *Matplotlib* visualization implementation for NURBS-Python.

---

**Note:** Please make sure that you have installed `matplotlib` package before using this visualization module.

---

## 18.2.1 Class Reference

**class** geomdl.visualization.VisMPL.**VisConfig**(\*\*kwargs)

Bases: *VisConfigAbstract*

Configuration class for Matplotlib visualization module.

This class is only required when you would like to change the visual defaults of the plots and the figure, such as hiding control points plot or legend.

The VisMPL module has the following configuration variables:

- `ctrlpts` (bool): Control points polygon/grid visibility. *Default: True*
- `evalpts` (bool): Curve/surface points visibility. *Default: True*
- `bbox` (bool): Bounding box visibility. *Default: False*
- `legend` (bool): Figure legend visibility. *Default: True*
- `axes` (bool): Axes and figure grid visibility. *Default: True*
- `labels` (bool): Axis labels visibility. *Default: True*
- `trims` (bool): Trim curves visibility. *Default: True*
- `axes_equal` (bool): Enables or disables equal aspect ratio for the axes. *Default: True*
- `figure_size` (list): Size of the figure in (x, y). *Default: [10, 8]*
- `figure_dpi` (int): Resolution of the figure in DPI. *Default: 96*
- `trim_size` (int): Size of the trim curves. *Default: 20*
- `alpha` (float): Opacity of the evaluated points. *Default: 1.0*

There is also a debug configuration variable which currently adds quiver plots to 2-dimensional curves to show their directions.

The following example illustrates the usage of the configuration class.

```
1 # Create a curve (or a surface) instance
2 curve = NURBS.Curve()
3
4 # Skipping degree, knot vector and control points assignments
5
6 # Create a visualization configuration instance with no legend, no axes and set the
  ↪ resolution to 120 dpi
7 vis_config = VisMPL.VisConfig(legend=False, axes=False, figure_dpi=120)
8
9 # Create a visualization method instance using the configuration above
10 vis_obj = VisMPL.VisCurve2D(vis_config)
11
12 # Set the visualization method of the curve object
13 curve.vis = vis_obj
14
15 # Plot the curve
16 curve.render()
```

Please refer to the **Examples Repository** for more details.

**is\_notebook()**

Detects if Jupyter notebook GUI toolkit is active

return: True if the module is running inside a Jupyter notebook rtype: bool

**static save\_figure\_as**(*fig, filename*)

Saves the figure as a file.

**Parameters**

- **fig** – a Matplotlib figure instance
- **filename** – file name to save

**static set\_axes\_equal**(*ax*)

Sets equal aspect ratio across the three axes of a 3D plot.

Contributed by Xuefeng Zhao.

**Parameters**

**ax** – a Matplotlib axis, e.g., as output from plt.gca().

**class** geomdl.visualization.VisMPL.**VisCurve2D**(*config=<geomdl.visualization.VisMPL.VisConfig object>, \*\*kwargs*)

Bases: [VisAbstract](#)

Matplotlib visualization module for 2D curves

**add**(*ptsarr, plot\_type, name="", color="", idx=0*)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list, tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

**animate**(*\*\*kwargs*)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear()**

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(\*\*kwargs)

Plots the 2D curve and the control points polygon.

**size**(plot\_type)

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (str) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

**class** geomdl.visualization.VisMPL.**VisCurve3D**(config=<geomdl.visualization.VisMPL.VisConfig object>, \*\*kwargs)

Bases: [VisAbstract](#)

Matplotlib visualization module for 3D curves.

**add**(ptsarr, plot\_type, name="", color="", idx=0)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (list, tuple) – control or evaluated points
- **plot\_type** (str) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (str) – name of the plot displayed on the legend
- **color** (int) – plot color
- **color** – plot index

**animate**(\*\*kwargs)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear**()

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(\*\*kwargs)

Plots the 3D curve and the control points polygon.

**size**(plot\_type)

Returns the number of plots defined by the plot type.

**Parameters****plot\_type** (str) – plot type**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

**class** geomdl.visualization.VisMPL.**VisSurfScatter**(config=<geomdl.visualization.VisMPL.VisConfig object>, \*\*kwargs)

Bases: [VisAbstract](#)

Matplotlib visualization module for surfaces.

Wireframe plot for the control points and scatter plot for the surface points.

**add**(ptsarr, plot\_type, name="", color="", idx=0)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (list, tuple) – control or evaluated points
- **plot\_type** (str) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (str) – name of the plot displayed on the legend
- **color** (int) – plot color
- **color** – plot index

**animate**(\*\*kwargs)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear**()

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(\*\*kwargs)

Plots the surface and the control points grid.

**size**(plot\_type)

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (str) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

**class** geomdl.visualization.VisMPL.**VisSurfWireframe**(config=<geomdl.visualization.VisMPL.VisConfig object>, \*\*kwargs)

Bases: [VisAbstract](#)

Matplotlib visualization module for surfaces.

Scatter plot for the control points and wireframe plot for the surface points.

**add**(ptsarr, plot\_type, name="", color="", idx=0)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (list, tuple) – control or evaluated points
- **plot\_type** (str) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (str) – name of the plot displayed on the legend
- **color** (int) – plot color
- **color** – plot index

**animate**(\*\*kwargs)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear()**

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render(\*\*kwargs)**

Plots the surface and the control points grid.

**size(plot\_type)**

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

```
class geomdl.visualization.VisMPL.VisSurface(config=<geomdl.visualization.VisMPL.VisConfig
object>, **kwargs)
```

Bases: [\*VisAbstract\*](#)

Matplotlib visualization module for surfaces.

Wireframe plot for the control points and triangulated plot (using `plot_trisurf`) for the surface points. The surface is triangulated externally using `utilities.make_triangle_mesh()` function.

**add(ptsarr, plot\_type, name="", color="", idx=0)**

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list*, *tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. `ctrlpts`, `evalpts`, `bbox`, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

**animate**(\*\*kwargs)

Animates the surface.

This function only animates the triangulated surface. There will be no other elements, such as control points grid or bounding box.

**Keyword arguments:**

- colormap: applies colormap to the surface

Colormaps are a visualization feature of Matplotlib. They can be used for several types of surface plots via the following import statement: `from matplotlib import cm`

The following link displays the list of Matplotlib colormaps and some examples on colormaps: <https://matplotlib.org/tutorials/colors/colormaps.html>

**clear**()

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(\*\*kwargs)

Plots the surface and the control points grid.

**Keyword arguments:**

- colormap: applies colormap to the surface

Colormaps are a visualization feature of Matplotlib. They can be used for several types of surface plots via the following import statement: `from matplotlib import cm`

The following link displays the list of Matplotlib colormaps and some examples on colormaps: <https://matplotlib.org/tutorials/colors/colormaps.html>

**size**(plot\_type)

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class



**Type**

vis.VisConfigAbstract

```
class geomdl.visualization.VisMPL.VisVolume(config=<geomdl.visualization.VisMPL.VisConfig object>,
                                             **kwargs)
```

Bases: [VisAbstract](#)

Matplotlib visualization module for volumes.

```
add(ptsarr, plot_type, name="", color="", idx=0)
```

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list*, *tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

```
animate(**kwargs)
```

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

```
clear()
```

Clears the points, colors and names lists.

```
property ctrlpts_offset
```

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

```
render(**kwargs)
```

Plots the volume and the control points.

```
size(plot_type)
```

Returns the number of plots defined by the plot type.

**Parameters****plot\_type** (*str*) – plot type**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

```
class geomdl.visualization.VisMPL.VisVoxel(config=<geomdl.visualization.VisMPL.VisConfig object>,  
                                           **kwargs)
```

Bases: [VisAbstract](#)

Matplotlib visualization module for voxel representation of the volumes.

```
add(ptsarr, plot_type, name="", color="", idx=0)
```

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list*, *tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

```
animate(**kwargs)
```

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

```
clear()
```

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

```
render(**kwargs)
```

Displays the voxels and the control points.

```
size(plot_type)
```

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

## 18.3 Plotly Implementation

This module provides [Plotly](#) visualization implementation for NURBS-Python.

---

**Note:** Please make sure that you have installed `plotly` package before using this visualization module.

---

### 18.3.1 Class Reference

## 18.4 VTK Implementation

Added in version 5.0.

This module provides [VTK](#) visualization implementation for NURBS-Python.

---

**Note:** Please make sure that you have installed `vtk` package before using this visualization module.

---

### 18.4.1 Class Reference

**class** geomdl.visualization.VisVTK.VisConfig(\*\*kwargs)

Bases: [VisConfigAbstract](#)

Configuration class for VTK visualization module.

This class is only required when you would like to change the visual defaults of the plots and the figure.

The VisVTK module has the following configuration variables:

- `ctrlpts` (bool): Control points polygon/grid visibility. *Default: True*
- `evalpts` (bool): Curve/surface points visibility. *Default: True*
- `trims` (bool): Trim curve visibility. *Default: True*
- `trim_size` (int): Size of the trim curves. *Default: 4*
- `figure_size` (list): Size of the figure in (x, y). *Default: (800, 600)*
- `line_width` (int): Thickness of the lines on the figure. *Default: 1.0*

**keypress\_callback**(*obj*, *ev*)

VTK callback for keypress events.

**Keypress events:**

- **e**: exit the application
- **p**: pick object (hover the mouse and then press to pick)
- **f**: fly to point (click somewhere in the window and press to fly)
- **r**: reset the camera
- **s** and **w**: switch between solid and wireframe modes
- **b**: change background color
- **m**: change color of the picked object
- **d**: print debug information (of picked object, point, etc.)
- **h**: change object visibility
- **n**: reset object visibility
- **arrow keys**: pan the model

Please refer to [vtkInteractorStyle](#) class reference for more details.

**Parameters**

- **obj** (*vtkRenderWindowInteractor*) – render window interactor
- **ev** (*str*) – event name

`geomdl.visualization.VisVTK.VisCurve2D`

alias of [VisCurve3D](#)

**class** `geomdl.visualization.VisVTK.VisCurve3D`(*config*=<*geomdl.visualization.VisVTK.VisConfig* object>, *\*\*kwargs*)

Bases: [VisAbstract](#)

VTK visualization module for curves.

**add**(*ptsarr*, *plot\_type*, *name*="", *color*="", *idx*=0)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list*, *tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. `ctrlpts`, `evalpts`, `bbox`, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

**animate**(*\*\*kwargs*)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear()**

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render(\*\*kwargs)**

Plots the curve and the control points polygon.

**size(plot\_type)**

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

```
class geomdl.visualization.VisVTK.VisSurface(config=<geomdl.visualization.VisVTK.VisConfig object>,  
                                             **kwargs)
```

Bases: [\*VisAbstract\*](#)

VTK visualization module for surfaces.

**add(ptsarr, plot\_type, name="", color="", idx=0)**

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list*, *tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

**animate**(\*\*kwargs)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear()**

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(\*\*kwargs)

Plots the surface and the control points grid.

**size**(plot\_type)

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

**class** geomdl.visualization.VisVTK.**VisVolume**(*config=<geomdl.visualization.VisVTK.VisConfig object>*, \*\*kwargs)

Bases: [VisAbstract](#)

VTK visualization module for volumes.

**add**(ptsarr, plot\_type, name="", color="", idx=0)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list*, *tuple*) – control or evaluated points
- **plot\_type** (*str*) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (*str*) – name of the plot displayed on the legend

- **color** (*int*) – plot color
- **color** – plot index

**animate**(*\*\*kwargs*)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear()**

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(*\*\*kwargs*)

Plots the volume and the control points.

**size**(*plot\_type*)

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

**class** geomdl.visualization.VisVTK.**VisVoxel**(*config=<geomdl.visualization.VisVTK.VisConfig object>*, *\*\*kwargs*)

Bases: [VisAbstract](#)

VTK visualization module for voxel representation of the volumes.

**add**(*ptsarr, plot\_type, name="", color="", idx=0*)

Adds points sets to the visualization instance for plotting.

**Parameters**

- **ptsarr** (*list, tuple*) – control or evaluated points

- **plot\_type** (*str*) – type of the plot, e.g. ctrlpts, evalpts, bbox, etc.
- **name** (*str*) – name of the plot displayed on the legend
- **color** (*int*) – plot color
- **color** – plot index

**animate**(\*\**kwargs*)

Generates animated plots (if supported).

If the implemented visualization module supports animations, this function will create an animated figure. Otherwise, it will call [render\(\)](#) method by default.

**clear**()

Clears the points, colors and names lists.

**property ctrlpts\_offset**

Defines an offset value for the control points grid plots

Only makes sense to use with surfaces with dense control points grid.

**Getter**

Gets the offset value

**Setter**

Sets the offset value

**Type**

float

**render**(\*\**kwargs*)

Plots the volume and the control points.

**size**(*plot\_type*)

Returns the number of plots defined by the plot type.

**Parameters**

**plot\_type** (*str*) – plot type

**Returns**

number of plots defined by the plot type

**Return type**

int

**property vconf**

User configuration class for visualization

**Getter**

Gets the user configuration class

**Type**

vis.VisConfigAbstract

`geomdl.visualization.VisVTK.random()` → x in the interval [0, 1).

The users are not limited with these visualization backends. For instance, control points and evaluated points can be in various formats. Please refer to the [Exchange module documentation](#) for details.



## COMMAND-LINE APPLICATION

You can use NURBS-Python (`geomdl`) with the command-line application `geomdl-cli`. The command-line application is designed for automation and input files are highly customizable using `Jinja2` templates.

`geomdl-cli` is highly extensible via the configuration file. It is very easy to generate custom commands as well as variables to change behavior of the existing commands or independently use for the custom commands. Since it runs inside the user's Python environment, it is possible to create commands that use the existing Python libraries and even integrate NURBS-Python (`geomdl`) with these libraries.

### 19.1 Installation

The easiest method to install is via `pip`. It will install all the required modules.

```
$ pip install --user geomdl-cli
```

Please refer to `geomdl-cli` [documentation](#) for more installation options.

### 19.2 Documentation

`geomdl-cli` has a very detailed [online documentation](#) which describes the usage and customization options of the command-line application.

### 19.3 References

- **PyPI:** <https://pypi.org/project/geomdl-cli>
- **Documentation:** <https://geomdl-cli.readthedocs.io>
- **Development:** <https://github.com/orbingol/geomdl-cli>



## SHAPES MODULE

The `shapes` module provides simple functions to generate commonly used analytic and spline geometries using NURBS-Python (`geomdl`).

Prior to NURBS-Python (`geomdl`) v5.0.0, the `shapes` module was automatically installed with the main package. Currently, it is maintained as a separate package.

### 20.1 Installation

The easiest method to install is via `pip`.

```
$ pip install --user geomdl.shapes
```

Please refer to [geomdl-shapes documentation](#) for more installation options.

### 20.2 Documentation

You can find the class and function references in the [geomdl-shapes documentation](#).

### 20.3 References

- **PyPI:** <https://pypi.org/project/geomdl.shapes>
- **Documentation:** <https://geomdl-shapes.readthedocs.io>
- **Development:** <https://github.com/orbingol/geomdl-shapes>



## RHINO IMPORTER/EXPORTER

The **Rhino importer/exporter**, `rw3dm` uses [OpenNURBS](#) to read and write `.3dm` files.

`rw3dm` comes with the following list of programs:

- `on2json` converts OpenNURBS `.3dm` files to `geomdl` JSON format
- `json2on` converts `geomdl` JSON format to OpenNURBS `.3dm` files

### 21.1 Use Cases

- Import geometry data from `.3dm` files and use it with `exchange.import_json()`
- Export geometry data with `exchange.export_json()` and convert to a `.3dm` file
- Convert OpenNURBS file format to OBJ, STL, OFF and other formats supported by `geomdl`

### 21.2 Installation

Please refer to the [rw3dm repository](#) for installation options. The binary files can be downloaded under [Releases](#) section of the GitHub repository.

### 21.3 Using with `geomdl`

The following code snippet illustrates importing the surface data converted from `.3dm` file:

```
1 from geomdl import exchange
2 from geomdl import multi
3 from geomdl.visualization import VisMPL as vis
4
5 # Import converted data
6 data = exchange.import_json("converted_rhino.json")
7
8 # Add the imported data to a surface container
9 surf_cont = multi.SurfaceContainer(data)
10 surf_cont.sample_size = 30
11
12 # Visualize
```

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```
13 surf_cont.vis = vis.VisSurface(ctrlpts=False, trims=False)
14 surf_cont.render()
```

## 21.4 References

- **Development:** <https://github.com/orbingol/rw3dm>
- **Downloads:** <https://github.com/orbingol/rw3dm/releases>

## ACIS IMPORTER

The **ACIS importer**, `rwsat` uses [3D ACIS Modeler](#) to convert `.sat` files to geomdl JSON format.

`rwsat` comes with the following list of programs:

- `sat2json` converts ACIS `.sat` files to geomdl JSON format
- `satgen` generates sample geometries

### 22.1 Use Cases

- Import geometry data from `.sat` files and use it with `exchange.import_json()`
- Convert ACIS file format to OBJ, STL, OFF and other formats supported by geomdl

### 22.2 Installation

Please refer to the [rwsat repository](#) for installation options. Due to ACIS licensing, no binary files are distributed within the repository.

### 22.3 Using with geomdl

The following code snippet illustrates importing the surface data converted from `.sat` file:

```
1 from geomdl import exchange
2 from geomdl import multi
3 from geomdl.visualization import VisMPL as vis
4
5 # Import converted data
6 data = exchange.import_json("converted_acis.json")
7
8 # Add the imported data to a surface container
9 surf_cont = multi.SurfaceContainer(data)
10 surf_cont.sample_size = 30
11
12 # Visualize
13 surf_cont.vis = vis.VisSurface(ctrlpts=False, trims=False)
14 surf_cont.render()
```

## 22.4 References

- **Development:** <https://github.com/orbingol/rwsat>
- **Documentation:** <https://github.com/orbingol/rwsat>



## PYTHON MODULE INDEX

### C

compatibility (*Unix, Windows*), 193  
construct (*Unix, Windows*), 197  
control\_points (*Unix, Windows*), 219  
convert (*Unix, Windows*), 196

### e

elements (*Unix, Windows*), 302  
exchange (*Unix, Windows*), 211  
exchange\_vtk (*Unix, Windows*), 217

### g

geomdl.compatibility, 193  
geomdl.construct, 197  
geomdl.control\_points, 219  
geomdl.convert, 196  
geomdl.elements, 302  
geomdl.exchange, 211  
geomdl.exchange\_vtk, 217  
geomdl.fitting, 199  
geomdl.helpers, 284  
geomdl.knotvector, 218  
geomdl.linalg, 292  
geomdl.operations, 185  
geomdl.ray, 312  
geomdl.sweeping, 209  
geomdl.trimming, 208  
geomdl.utilities, 281  
geomdl.vis.VisAbstract, 315  
geomdl.vis.VisConfigAbstract, 315  
geomdl.visualization.VisMPL, 316  
geomdl.visualization.VisVTK, 325  
geomdl.voxelize, 301

### h

helpers (*Unix, Windows*), 284

### i

interpolate (*Unix, Windows*), 199

### k

knotvector (*Unix, Windows*), 218

### l

linalg (*Unix, Windows*), 292

### O

operations (*Unix, Windows*), 185

### r

ray (*Unix, Windows*), 312

### S

sweeping (*Unix, Windows*), 209

### t

trimming (*Unix, Windows*), 208

### U

utilities (*Unix, Windows*), 281

### V

VisMPL (*Unix, Windows*), 316  
VisVTK (*Unix, Windows*), 325  
voxelize (*Unix, Windows*), 301



## A

**AbstractContainer** (class in *geomdl.multi*), 163  
**AbstractEvaluator** (class in *geomdl.evaluators*), 273  
**AbstractManager** (class in *geomdl.control\_points*), 219  
**AbstractTessellate** (class in *geomdl.tessellate*), 201  
**add()** (*geomdl.multi.AbstractContainer* method), 163  
**add()** (*geomdl.multi.CurveContainer* method), 167  
**add()** (*geomdl.multi.SurfaceContainer* method), 172  
**add()** (*geomdl.multi.VolumeContainer* method), 179  
**add()** (*geomdl.visualization.VisMPL.VisCurve2D* method), 317  
**add()** (*geomdl.visualization.VisMPL.VisCurve3D* method), 318  
**add()** (*geomdl.visualization.VisMPL.VisSurface* method), 321  
**add()** (*geomdl.visualization.VisMPL.VisSurfScatter* method), 319  
**add()** (*geomdl.visualization.VisMPL.VisSurfWireframe* method), 320  
**add()** (*geomdl.visualization.VisMPL.VisVolume* method), 323  
**add()** (*geomdl.visualization.VisMPL.VisVoxel* method), 324  
**add()** (*geomdl.visualization.VisVTK.VisCurve3D* method), 326  
**add()** (*geomdl.visualization.VisVTK.VisSurface* method), 327  
**add()** (*geomdl.visualization.VisVTK.VisVolume* method), 328  
**add()** (*geomdl.visualization.VisVTK.VisVoxel* method), 329  
**add\_dimension()** (in module *geomdl.operations*), 185  
**add\_face()** (*geomdl.elements.Body* method), 302  
**add\_triangle()** (*geomdl.elements.Face* method), 303  
**add\_trim()** (*geomdl.abstract.Surface* method), 238  
**add\_trim()** (*geomdl.abstract.Volume* method), 250  
**add\_trim()** (*geomdl.BSpline.Surface* method), 89  
**add\_trim()** (*geomdl.BSpline.Volume* method), 105  
**add\_trim()** (*geomdl.NURBS.Surface* method), 130  
**add\_trim()** (*geomdl.NURBS.Volume* method), 146  
**add\_vertex()** (*geomdl.elements.Quad* method), 305  
**add\_vertex()** (*geomdl.elements.Triangle* method), 306

**animate()** (*geomdl.visualization.VisMPL.VisCurve2D* method), 317  
**animate()** (*geomdl.visualization.VisMPL.VisCurve3D* method), 318  
**animate()** (*geomdl.visualization.VisMPL.VisSurface* method), 322  
**animate()** (*geomdl.visualization.VisMPL.VisSurfScatter* method), 319  
**animate()** (*geomdl.visualization.VisMPL.VisSurfWireframe* method), 320  
**animate()** (*geomdl.visualization.VisMPL.VisVolume* method), 323  
**animate()** (*geomdl.visualization.VisMPL.VisVoxel* method), 324  
**animate()** (*geomdl.visualization.VisVTK.VisCurve3D* method), 326  
**animate()** (*geomdl.visualization.VisVTK.VisSurface* method), 327  
**animate()** (*geomdl.visualization.VisVTK.VisVolume* method), 329  
**animate()** (*geomdl.visualization.VisVTK.VisVoxel* method), 330  
**append()** (*geomdl.multi.AbstractContainer* method), 163  
**append()** (*geomdl.multi.CurveContainer* method), 167  
**append()** (*geomdl.multi.SurfaceContainer* method), 172  
**append()** (*geomdl.multi.VolumeContainer* method), 179  
**approximate\_curve()** (in module *geomdl.fitting*), 199  
**approximate\_surface()** (in module *geomdl.fitting*), 200  
**arguments** (*geomdl.tessellate.AbstractTessellate* property), 201  
**arguments** (*geomdl.tessellate.QuadTessellate* property), 205  
**arguments** (*geomdl.tessellate.TriangularTessellate* property), 203  
**arguments** (*geomdl.tessellate.TrimTessellate* property), 204

## B

**backward\_substitution()** (in module *geomdl.linalg*), 292  
**basis\_function()** (in module *geomdl.helpers*), 284

- `basis_function_all()` (in module `geomdl.helpers`), 284
  - `basis_function_ders()` (in module `geomdl.helpers`), 284
  - `basis_function_ders_one()` (in module `geomdl.helpers`), 285
  - `basis_function_one()` (in module `geomdl.helpers`), 285
  - `basis_functions()` (in module `geomdl.helpers`), 285
  - `basis_functions_ders()` (in module `geomdl.helpers`), 286
  - `bbox` (`geomdl.abstract.Curve` property), 229
  - `bbox` (`geomdl.abstract.SplineGeometry` property), 266
  - `bbox` (`geomdl.abstract.Surface` property), 238
  - `bbox` (`geomdl.abstract.Volume` property), 250
  - `bbox` (`geomdl.BSpline.Curve` property), 79
  - `bbox` (`geomdl.BSpline.Surface` property), 90
  - `bbox` (`geomdl.BSpline.Volume` property), 105
  - `bbox` (`geomdl.multi.AbstractContainer` property), 163
  - `bbox` (`geomdl.multi.CurveContainer` property), 167
  - `bbox` (`geomdl.multi.SurfaceContainer` property), 172
  - `bbox` (`geomdl.multi.VolumeContainer` property), 179
  - `bbox` (`geomdl.NURBS.Curve` property), 119
  - `bbox` (`geomdl.NURBS.Surface` property), 131
  - `bbox` (`geomdl.NURBS.Volume` property), 146
  - `binomial_coefficient()` (in module `geomdl.linalg`), 292
  - `binormal()` (`geomdl.BSpline.Curve` method), 79
  - `binormal()` (`geomdl.NURBS.Curve` method), 119
  - `Body` (class in `geomdl.elements`), 302
  - `bspline_to_nurbs()` (in module `geomdl.convert`), 196
  - `bumps()` (`geomdl.CPGen.Grid` method), 226
  - `bumps()` (`geomdl.CPGen.GridWeighted` method), 227
- ## C
- `check()` (in module `geomdl.knotvector`), 218
  - `check_params()` (in module `geomdl.utilities`), 281
  - `clear()` (`geomdl.visualization.VisMPL.VisCurve2D` method), 317
  - `clear()` (`geomdl.visualization.VisMPL.VisCurve3D` method), 318
  - `clear()` (`geomdl.visualization.VisMPL.VisSurface` method), 322
  - `clear()` (`geomdl.visualization.VisMPL.VisSurfScatter` method), 319
  - `clear()` (`geomdl.visualization.VisMPL.VisSurfWireframe` method), 320
  - `clear()` (`geomdl.visualization.VisMPL.VisVolume` method), 323
  - `clear()` (`geomdl.visualization.VisMPL.VisVoxel` method), 324
  - `clear()` (`geomdl.visualization.VisVTK.VisCurve3D` method), 326
  - `clear()` (`geomdl.visualization.VisVTK.VisSurface` method), 328
  - `clear()` (`geomdl.visualization.VisVTK.VisVolume` method), 329
  - `clear()` (`geomdl.visualization.VisVTK.VisVoxel` method), 330
  - `color_generator()` (in module `geomdl.utilities`), 282
  - `combine_ctrlpts_weights()` (in module `geomdl.compatibility`), 193
  - `compatibility` module, 193
  - `construct` module, 197
  - `construct_surface()` (in module `geomdl.construct`), 197
  - `construct_volume()` (in module `geomdl.construct`), 197
  - `control_points` module, 219
  - `convert` module, 196
  - `convex_hull()` (in module `geomdl.linalg`), 292
  - `cpsize` (`geomdl.abstract.Curve` property), 230
  - `cpsize` (`geomdl.abstract.SplineGeometry` property), 267
  - `cpsize` (`geomdl.abstract.Surface` property), 238
  - `cpsize` (`geomdl.abstract.Volume` property), 250
  - `cpsize` (`geomdl.BSpline.Curve` property), 79
  - `cpsize` (`geomdl.BSpline.Surface` property), 90
  - `cpsize` (`geomdl.BSpline.Volume` property), 105
  - `cpsize` (`geomdl.NURBS.Curve` property), 120
  - `cpsize` (`geomdl.NURBS.Surface` property), 131
  - `cpsize` (`geomdl.NURBS.Volume` property), 146
  - `ctrlpts` (`geomdl.abstract.Curve` property), 230
  - `ctrlpts` (`geomdl.abstract.SplineGeometry` property), 267
  - `ctrlpts` (`geomdl.abstract.Surface` property), 239
  - `ctrlpts` (`geomdl.abstract.Volume` property), 251
  - `ctrlpts` (`geomdl.BSpline.Curve` property), 79
  - `ctrlpts` (`geomdl.BSpline.Surface` property), 90
  - `ctrlpts` (`geomdl.BSpline.Volume` property), 105
  - `ctrlpts` (`geomdl.control_points.AbstractManager` property), 219
  - `ctrlpts` (`geomdl.control_points.CurveManager` property), 221
  - `ctrlpts` (`geomdl.control_points.SurfaceManager` property), 223
  - `ctrlpts` (`geomdl.control_points.VolumeManager` property), 225
  - `ctrlpts` (`geomdl.NURBS.Curve` property), 120
  - `ctrlpts` (`geomdl.NURBS.Surface` property), 131
  - `ctrlpts` (`geomdl.NURBS.Volume` property), 147
  - `ctrlpts2d` (`geomdl.BSpline.Surface` property), 90
  - `ctrlpts2d` (`geomdl.NURBS.Surface` property), 131

- `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisCurve2D` property), 317
  - `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisCurve3D` property), 318
  - `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisSurface` property), 322
  - `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisSurfScatter` property), 319
  - `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisSurfWireframe` property), 321
  - `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisVolumeCurve` property), 323
  - `ctrlpts_offset` (`geomdl.visualization.VisMPL.VisVoxel` property), 324
  - `ctrlpts_offset` (`geomdl.visualization.VisVTK.VisCurve3D` property), 327
  - `ctrlpts_offset` (`geomdl.visualization.VisVTK.VisSurface` property), 328
  - `ctrlpts_offset` (`geomdl.visualization.VisVTK.VisVolume` property), 329
  - `ctrlpts_offset` (`geomdl.visualization.VisVTK.VisVoxel` property), 330
  - `ctrlpts_size` (`geomdl.abstract.Curve` property), 230
  - `ctrlpts_size` (`geomdl.abstract.SplineGeometry` property), 267
  - `ctrlpts_size` (`geomdl.abstract.Surface` property), 239
  - `ctrlpts_size` (`geomdl.abstract.Volume` property), 251
  - `ctrlpts_size` (`geomdl.BSpline.Curve` property), 80
  - `ctrlpts_size` (`geomdl.BSpline.Surface` property), 91
  - `ctrlpts_size` (`geomdl.BSpline.Volume` property), 106
  - `ctrlpts_size` (`geomdl.NURBS.Curve` property), 120
  - `ctrlpts_size` (`geomdl.NURBS.Surface` property), 132
  - `ctrlpts_size` (`geomdl.NURBS.Volume` property), 147
  - `ctrlpts_size_u` (`geomdl.abstract.Surface` property), 239
  - `ctrlpts_size_u` (`geomdl.abstract.Volume` property), 251
  - `ctrlpts_size_u` (`geomdl.BSpline.Surface` property), 91
  - `ctrlpts_size_u` (`geomdl.BSpline.Volume` property), 106
  - `ctrlpts_size_u` (`geomdl.NURBS.Surface` property), 132
  - `ctrlpts_size_u` (`geomdl.NURBS.Volume` property), 147
  - `ctrlpts_size_v` (`geomdl.abstract.Surface` property), 239
  - `ctrlpts_size_v` (`geomdl.abstract.Volume` property), 251
  - `ctrlpts_size_v` (`geomdl.BSpline.Surface` property), 92
  - `ctrlpts_size_v` (`geomdl.BSpline.Volume` property), 106
  - `ctrlpts_size_v` (`geomdl.NURBS.Surface` property), 133
  - `ctrlpts_size_v` (`geomdl.NURBS.Volume` property), 148
  - `ctrlpts_size_w` (`geomdl.abstract.Volume` property), 251
  - `ctrlpts_size_w` (`geomdl.BSpline.Volume` property), 106
  - `ctrlpts_size_w` (`geomdl.NURBS.Volume` property), 147
  - `ctrlptsw` (`geomdl.NURBS.Curve` property), 120
  - `ctrlptsw` (`geomdl.NURBS.Surface` property), 133
  - `ctrlptsw` (`geomdl.NURBS.Volume` property), 147
  - `Curve` (class in `geomdl.abstract`), 229
  - `Curve` (class in `geomdl.BSpline`), 78
  - `Curve` (class in `geomdl.NURBS`), 118
  - `curve_deriv_cpts()` (in module `geomdl.helpers`), 286
  - `CurveContainer` (class in `geomdl.multi`), 167
  - `CurveEvaluator` (class in `geomdl.evaluators`), 274
  - `CurveEvaluator2` (class in `geomdl.evaluators`), 276
  - `CurveEvaluatorRational` (class in `geomdl.evaluators`), 275
  - `CurveManager` (class in `geomdl.control_points`), 220
- ## D
- `d` (`geomdl.ray.Ray` property), 312
  - `data` (`geomdl.abstract.Curve` property), 230
  - `data` (`geomdl.abstract.Surface` property), 239
  - `data` (`geomdl.abstract.Volume` property), 251
  - `data` (`geomdl.BSpline.Curve` property), 80
  - `data` (`geomdl.BSpline.Surface` property), 92
  - `data` (`geomdl.BSpline.Volume` property), 106
  - `data` (`geomdl.elements.Quad` property), 305
  - `data` (`geomdl.elements.Triangle` property), 306
  - `data` (`geomdl.elements.Vertex` property), 309
  - `data` (`geomdl.freeform.Freeform` property), 159
  - `data` (`geomdl.multi.AbstractContainer` property), 163
  - `data` (`geomdl.multi.CurveContainer` property), 168
  - `data` (`geomdl.multi.SurfaceContainer` property), 172
  - `data` (`geomdl.multi.VolumeContainer` property), 180
  - `data` (`geomdl.NURBS.Curve` property), 120
  - `data` (`geomdl.NURBS.Surface` property), 133
  - `data` (`geomdl.NURBS.Volume` property), 148
  - `decompose_curve()` (in module `geomdl.operations`), 185
  - `decompose_surface()` (in module `geomdl.operations`), 186
  - `degree` (`geomdl.abstract.Curve` property), 230
  - `degree` (`geomdl.abstract.SplineGeometry` property), 267
  - `degree` (`geomdl.abstract.Surface` property), 239
  - `degree` (`geomdl.abstract.Volume` property), 252
  - `degree` (`geomdl.BSpline.Curve` property), 80
  - `degree` (`geomdl.BSpline.Surface` property), 92
  - `degree` (`geomdl.BSpline.Volume` property), 106
  - `degree` (`geomdl.NURBS.Curve` property), 121
  - `degree` (`geomdl.NURBS.Surface` property), 133
  - `degree` (`geomdl.NURBS.Volume` property), 148



- `degree_elevation()` (in module `geomdl.helpers`), 286
- `degree_reduction()` (in module `geomdl.helpers`), 287
- `degree_u` (`geomdl.abstract.Surface` property), 240
- `degree_u` (`geomdl.abstract.Volume` property), 252
- `degree_u` (`geomdl.BSpline.Surface` property), 92
- `degree_u` (`geomdl.BSpline.Volume` property), 106
- `degree_u` (`geomdl.NURBS.Surface` property), 133
- `degree_u` (`geomdl.NURBS.Volume` property), 148
- `degree_v` (`geomdl.abstract.Surface` property), 240
- `degree_v` (`geomdl.abstract.Volume` property), 252
- `degree_v` (`geomdl.BSpline.Surface` property), 92
- `degree_v` (`geomdl.BSpline.Volume` property), 107
- `degree_v` (`geomdl.NURBS.Surface` property), 134
- `degree_v` (`geomdl.NURBS.Volume` property), 148
- `degree_w` (`geomdl.abstract.Volume` property), 252
- `degree_w` (`geomdl.BSpline.Volume` property), 107
- `degree_w` (`geomdl.NURBS.Volume` property), 148
- `delta` (`geomdl.abstract.Curve` property), 231
- `delta` (`geomdl.abstract.Surface` property), 240
- `delta` (`geomdl.abstract.Volume` property), 252
- `delta` (`geomdl.BSpline.Curve` property), 80
- `delta` (`geomdl.BSpline.Surface` property), 93
- `delta` (`geomdl.BSpline.Volume` property), 107
- `delta` (`geomdl.multi.AbstractContainer` property), 163
- `delta` (`geomdl.multi.CurveContainer` property), 168
- `delta` (`geomdl.multi.SurfaceContainer` property), 172
- `delta` (`geomdl.multi.VolumeContainer` property), 180
- `delta` (`geomdl.NURBS.Curve` property), 121
- `delta` (`geomdl.NURBS.Surface` property), 134
- `delta` (`geomdl.NURBS.Volume` property), 149
- `delta_u` (`geomdl.abstract.Surface` property), 240
- `delta_u` (`geomdl.abstract.Volume` property), 253
- `delta_u` (`geomdl.BSpline.Surface` property), 93
- `delta_u` (`geomdl.BSpline.Volume` property), 108
- `delta_u` (`geomdl.multi.SurfaceContainer` property), 173
- `delta_u` (`geomdl.multi.VolumeContainer` property), 180
- `delta_u` (`geomdl.NURBS.Surface` property), 134
- `delta_u` (`geomdl.NURBS.Volume` property), 149
- `delta_v` (`geomdl.abstract.Surface` property), 241
- `delta_v` (`geomdl.abstract.Volume` property), 253
- `delta_v` (`geomdl.BSpline.Surface` property), 93
- `delta_v` (`geomdl.BSpline.Volume` property), 108
- `delta_v` (`geomdl.multi.SurfaceContainer` property), 173
- `delta_v` (`geomdl.multi.VolumeContainer` property), 180
- `delta_v` (`geomdl.NURBS.Surface` property), 134
- `delta_v` (`geomdl.NURBS.Volume` property), 149
- `delta_w` (`geomdl.abstract.Volume` property), 253
- `delta_w` (`geomdl.BSpline.Volume` property), 108
- `delta_w` (`geomdl.multi.VolumeContainer` property), 181
- `delta_w` (`geomdl.NURBS.Volume` property), 150
- `derivative_curve()` (in module `geomdl.operations`), 186
- `derivative_surface()` (in module `geomdl.operations`), 186
- `derivatives()` (`geomdl.abstract.Curve` method), 231
- `derivatives()` (`geomdl.abstract.Surface` method), 241
- `derivatives()` (`geomdl.BSpline.Curve` method), 80
- `derivatives()` (`geomdl.BSpline.Surface` method), 94
- `derivatives()` (`geomdl.evaluators.AbstractEvaluator` method), 273
- `derivatives()` (`geomdl.evaluators.CurveEvaluator` method), 274
- `derivatives()` (`geomdl.evaluators.CurveEvaluator2` method), 276
- `derivatives()` (`geomdl.evaluators.CurveEvaluatorRational` method), 275
- `derivatives()` (`geomdl.evaluators.SurfaceEvaluator` method), 277
- `derivatives()` (`geomdl.evaluators.SurfaceEvaluator2` method), 279
- `derivatives()` (`geomdl.evaluators.SurfaceEvaluatorRational` method), 278
- `derivatives()` (`geomdl.evaluators.VolumeEvaluator` method), 280
- `derivatives()` (`geomdl.evaluators.VolumeEvaluatorRational` method), 280
- `derivatives()` (`geomdl.NURBS.Curve` method), 121
- `derivatives()` (`geomdl.NURBS.Surface` method), 135
- `dimension` (`geomdl.abstract.Curve` property), 231
- `dimension` (`geomdl.abstract.GeomdlBase` property), 262
- `dimension` (`geomdl.abstract.Geometry` property), 264
- `dimension` (`geomdl.abstract.SplineGeometry` property), 268
- `dimension` (`geomdl.abstract.Surface` property), 241
- `dimension` (`geomdl.abstract.Volume` property), 254
- `dimension` (`geomdl.BSpline.Curve` property), 81
- `dimension` (`geomdl.BSpline.Surface` property), 94
- `dimension` (`geomdl.BSpline.Volume` property), 109
- `dimension` (`geomdl.freeform.Freeform` property), 159
- `dimension` (`geomdl.multi.AbstractContainer` property), 164
- `dimension` (`geomdl.multi.CurveContainer` property), 168
- `dimension` (`geomdl.multi.SurfaceContainer` property), 173
- `dimension` (`geomdl.multi.VolumeContainer` property), 181
- `dimension` (`geomdl.NURBS.Curve` property), 122
- `dimension` (`geomdl.NURBS.Surface` property), 135
- `dimension` (`geomdl.NURBS.Volume` property), 150
- `dimension` (`geomdl.ray.Ray` property), 312
- `domain` (`geomdl.abstract.Curve` property), 231
- `domain` (`geomdl.abstract.SplineGeometry` property), 268
- `domain` (`geomdl.abstract.Surface` property), 242
- `domain` (`geomdl.abstract.Volume` property), 254
- `domain` (`geomdl.BSpline.Curve` property), 81
- `domain` (`geomdl.BSpline.Surface` property), 94
- `domain` (`geomdl.BSpline.Volume` property), 109

domain (*geomdl.NURBS.Curve* property), 122  
 domain (*geomdl.NURBS.Surface* property), 135  
 domain (*geomdl.NURBS.Volume* property), 150

## E

edges (*geomdl.elements.Triangle* property), 306  
 elements  
   module, 302  
 eval() (*geomdl.ray.Ray* method), 312  
 evalpts (*geomdl.abstract.Curve* property), 232  
 evalpts (*geomdl.abstract.Geometry* property), 264  
 evalpts (*geomdl.abstract.SplineGeometry* property), 268  
 evalpts (*geomdl.abstract.Surface* property), 242  
 evalpts (*geomdl.abstract.Volume* property), 254  
 evalpts (*geomdl.BSpline.Curve* property), 81  
 evalpts (*geomdl.BSpline.Surface* property), 94  
 evalpts (*geomdl.BSpline.Volume* property), 109  
 evalpts (*geomdl.freeform.Freeform* property), 159  
 evalpts (*geomdl.multi.AbstractContainer* property), 164  
 evalpts (*geomdl.multi.CurveContainer* property), 168  
 evalpts (*geomdl.multi.SurfaceContainer* property), 174  
 evalpts (*geomdl.multi.VolumeContainer* property), 181  
 evalpts (*geomdl.NURBS.Curve* property), 122  
 evalpts (*geomdl.NURBS.Surface* property), 136  
 evalpts (*geomdl.NURBS.Volume* property), 150  
 evaluate() (*geomdl.abstract.Curve* method), 232  
 evaluate() (*geomdl.abstract.Geometry* method), 264  
 evaluate() (*geomdl.abstract.SplineGeometry* method), 268  
 evaluate() (*geomdl.abstract.Surface* method), 242  
 evaluate() (*geomdl.abstract.Volume* method), 254  
 evaluate() (*geomdl.BSpline.Curve* method), 81  
 evaluate() (*geomdl.BSpline.Surface* method), 94  
 evaluate() (*geomdl.BSpline.Volume* method), 109  
 evaluate() (*geomdl.evaluators.AbstractEvaluator* method), 273  
 evaluate() (*geomdl.evaluators.CurveEvaluator* method), 274  
 evaluate() (*geomdl.evaluators.CurveEvaluator2* method), 276  
 evaluate() (*geomdl.evaluators.CurveEvaluatorRational* method), 275  
 evaluate() (*geomdl.evaluators.SurfaceEvaluator* method), 277  
 evaluate() (*geomdl.evaluators.SurfaceEvaluator2* method), 279  
 evaluate() (*geomdl.evaluators.SurfaceEvaluatorRational* method), 278  
 evaluate() (*geomdl.evaluators.VolumeEvaluator* method), 280  
 evaluate() (*geomdl.evaluators.VolumeEvaluatorRational* method), 281  
 evaluate() (*geomdl.freeform.Freeform* method), 159  
 evaluate() (*geomdl.NURBS.Curve* method), 122  
 evaluate() (*geomdl.NURBS.Surface* method), 136  
 evaluate() (*geomdl.NURBS.Volume* method), 150  
 evaluate\_bounding\_box() (in module *geomdl.utilities*), 282  
 evaluate\_list() (*geomdl.abstract.Curve* method), 232  
 evaluate\_list() (*geomdl.abstract.Surface* method), 242  
 evaluate\_list() (*geomdl.abstract.Volume* method), 254  
 evaluate\_list() (*geomdl.BSpline.Curve* method), 82  
 evaluate\_list() (*geomdl.BSpline.Surface* method), 95  
 evaluate\_list() (*geomdl.BSpline.Volume* method), 109  
 evaluate\_list() (*geomdl.NURBS.Curve* method), 123  
 evaluate\_list() (*geomdl.NURBS.Surface* method), 136  
 evaluate\_list() (*geomdl.NURBS.Volume* method), 151  
 evaluate\_single() (*geomdl.abstract.Curve* method), 232  
 evaluate\_single() (*geomdl.abstract.Surface* method), 242  
 evaluate\_single() (*geomdl.abstract.Volume* method), 255  
 evaluate\_single() (*geomdl.BSpline.Curve* method), 82  
 evaluate\_single() (*geomdl.BSpline.Surface* method), 95  
 evaluate\_single() (*geomdl.BSpline.Volume* method), 109  
 evaluate\_single() (*geomdl.NURBS.Curve* method), 123  
 evaluate\_single() (*geomdl.NURBS.Surface* method), 136  
 evaluate\_single() (*geomdl.NURBS.Volume* method), 151  
 evaluator (*geomdl.abstract.Curve* property), 232  
 evaluator (*geomdl.abstract.SplineGeometry* property), 268  
 evaluator (*geomdl.abstract.Surface* property), 242  
 evaluator (*geomdl.abstract.Volume* property), 255  
 evaluator (*geomdl.BSpline.Curve* property), 82  
 evaluator (*geomdl.BSpline.Surface* property), 95  
 evaluator (*geomdl.BSpline.Volume* property), 110  
 evaluator (*geomdl.NURBS.Curve* property), 123  
 evaluator (*geomdl.NURBS.Surface* property), 137  
 evaluator (*geomdl.NURBS.Volume* property), 151  
 exchange  
   module, 211  
 exchange\_vtk  
   module, 217  
 export\_3dm() (in module *geomdl.exchange*), 211  
 export\_cfg() (in module *geomdl.exchange*), 211

[export\\_csv\(\)](#) (in module *geomdl.exchange*), 211  
[export\\_json\(\)](#) (in module *geomdl.exchange*), 211  
[export\\_obj\(\)](#) (in module *geomdl.exchange*), 211  
[export\\_off\(\)](#) (in module *geomdl.exchange*), 212  
[export\\_polydata\(\)](#) (in module *geomdl.exchange\_vtk*), 217  
[export\\_smesh\(\)](#) (in module *geomdl.exchange*), 212  
[export\\_stl\(\)](#) (in module *geomdl.exchange*), 212  
[export\\_txt\(\)](#) (in module *geomdl.exchange*), 213  
[export\\_vmesh\(\)](#) (in module *geomdl.exchange*), 213  
[export\\_yaml\(\)](#) (in module *geomdl.exchange*), 213  
[extract\\_curves\(\)](#) (in module *geomdl.construct*), 198  
[extract\\_isosurface\(\)](#) (in module *geomdl.construct*), 198  
[extract\\_surfaces\(\)](#) (in module *geomdl.construct*), 198

## F

[Face](#) (class in *geomdl.elements*), 303  
[faces](#) (*geomdl.abstract.Surface* property), 243  
[faces](#) (*geomdl.BSpline.Surface* property), 96  
[faces](#) (*geomdl.elements.Body* property), 302  
[faces](#) (*geomdl.multi.SurfaceContainer* property), 174  
[faces](#) (*geomdl.NURBS.Surface* property), 137  
[faces](#) (*geomdl.tessellate.AbstractTessellate* property), 202  
[faces](#) (*geomdl.tessellate.QuadTessellate* property), 205  
[faces](#) (*geomdl.tessellate.TriangularTessellate* property), 203  
[faces](#) (*geomdl.tessellate.TrimTessellate* property), 204  
[find\\_ctrlpts\(\)](#) (in module *geomdl.operations*), 187  
[find\\_index\(\)](#) (*geomdl.control\_points.AbstractManager* method), 220  
[find\\_index\(\)](#) (*geomdl.control\_points.CurveManager* method), 221  
[find\\_index\(\)](#) (*geomdl.control\_points.SurfaceManager* method), 223  
[find\\_index\(\)](#) (*geomdl.control\_points.VolumeManager* method), 225  
[find\\_multiplicity\(\)](#) (in module *geomdl.helpers*), 287  
[find\\_span\\_binsearch\(\)](#) (in module *geomdl.helpers*), 287  
[find\\_span\\_linear\(\)](#) (in module *geomdl.helpers*), 288  
[find\\_spans\(\)](#) (in module *geomdl.helpers*), 288  
[fix\\_multi\\_trim\\_curves\(\)](#) (in module *geomdl.trimming*), 208  
[fix\\_trim\\_curves\(\)](#) (in module *geomdl.trimming*), 209  
[flip\(\)](#) (in module *geomdl.operations*), 187  
[flip\\_ctrlpts\(\)](#) (in module *geomdl.compatibility*), 193  
[flip\\_ctrlpts2d\(\)](#) (in module *geomdl.compatibility*), 193  
[flip\\_ctrlpts2d\\_file\(\)](#) (in module *geomdl.compatibility*), 193

[flip\\_ctrlpts\\_u\(\)](#) (in module *geomdl.compatibility*), 194  
[forward\\_substitution\(\)](#) (in module *geomdl.linalg*), 293  
[frange\(\)](#) (in module *geomdl.linalg*), 293  
[Freeform](#) (class in *geomdl.freeform*), 159

## G

[generate\(\)](#) (*geomdl.CPGen.Grid* method), 226  
[generate\(\)](#) (*geomdl.CPGen.GridWeighted* method), 227  
[generate\(\)](#) (in module *geomdl.knotvector*), 218  
[generate\\_ctrlpts2d\\_weights\(\)](#) (in module *geomdl.compatibility*), 194  
[generate\\_ctrlpts2d\\_weights\\_file\(\)](#) (in module *geomdl.compatibility*), 194  
[generate\\_ctrlpts\\_weights\(\)](#) (in module *geomdl.compatibility*), 195  
[generate\\_ctrlptsw\(\)](#) (in module *geomdl.compatibility*), 195  
[generate\\_ctrlptsw2d\(\)](#) (in module *geomdl.compatibility*), 195  
[generate\\_ctrlptsw2d\\_file\(\)](#) (in module *geomdl.compatibility*), 196  
[geomdl.compatibility](#)  
     module, 193  
[geomdl.construct](#)  
     module, 197  
[geomdl.control\\_points](#)  
     module, 219  
[geomdl.convert](#)  
     module, 196  
[geomdl.elements](#)  
     module, 302  
[geomdl.exchange](#)  
     module, 211  
[geomdl.exchange\\_vtk](#)  
     module, 217  
[geomdl.fitting](#)  
     module, 199  
[geomdl.helpers](#)  
     module, 284  
[geomdl.knotvector](#)  
     module, 218  
[geomdl.linalg](#)  
     module, 292  
[geomdl.operations](#)  
     module, 185  
[geomdl.ray](#)  
     module, 312  
[geomdl.sweeping](#)  
     module, 209  
[geomdl.trimming](#)  
     module, 208



- geomdl.utilities
    - module, 281
  - geomdl.vis.VisAbstract
    - module, 315
  - geomdl.vis.VisConfigAbstract
    - module, 315
  - geomdl.visualization.VisMPL
    - module, 316
  - geomdl.visualization.VisVTK
    - module, 325
  - geomdl.voxelize
    - module, 301
  - GeomdlBase (class in geomdl.abstract), 262
  - Geometry (class in geomdl.abstract), 264
  - get\_ctrlpt() (geomdl.control\_points.AbstractManager method), 220
  - get\_ctrlpt() (geomdl.control\_points.CurveManager method), 221
  - get\_ctrlpt() (geomdl.control\_points.SurfaceManager method), 223
  - get\_ctrlpt() (geomdl.control\_points.VolumeManager method), 225
  - get\_ptdata() (geomdl.control\_points.AbstractManager method), 220
  - get\_ptdata() (geomdl.control\_points.CurveManager method), 221
  - get\_ptdata() (geomdl.control\_points.SurfaceManager method), 223
  - get\_ptdata() (geomdl.control\_points.VolumeManager method), 225
  - Grid (class in geomdl.CPGen), 226
  - grid (geomdl.CPGen.Grid property), 226
  - grid (geomdl.CPGen.GridWeighted property), 228
  - GridWeighted (class in geomdl.CPGen), 227
- ## H
- helpers
    - module, 284
- ## I
- id (geomdl.abstract.Curve property), 232
  - id (geomdl.abstract.GeomdlBase property), 262
  - id (geomdl.abstract.Geometry property), 264
  - id (geomdl.abstract.SplineGeometry property), 268
  - id (geomdl.abstract.Surface property), 243
  - id (geomdl.abstract.Volume property), 255
  - id (geomdl.BSpline.Curve property), 82
  - id (geomdl.BSpline.Surface property), 96
  - id (geomdl.BSpline.Volume property), 110
  - id (geomdl.elements.Body property), 302
  - id (geomdl.elements.Face property), 303
  - id (geomdl.elements.Quad property), 305
  - id (geomdl.elements.Triangle property), 307
  - id (geomdl.elements.Vertex property), 309
  - id (geomdl.freeform.Freeform property), 160
  - id (geomdl.multi.AbstractContainer property), 164
  - id (geomdl.multi.CurveContainer property), 169
  - id (geomdl.multi.SurfaceContainer property), 174
  - id (geomdl.multi.VolumeContainer property), 181
  - id (geomdl.NURBS.Curve property), 123
  - id (geomdl.NURBS.Surface property), 137
  - id (geomdl.NURBS.Volume property), 151
  - import\_3dm() (in module geomdl.exchange), 213
  - import\_cfg() (in module geomdl.exchange), 214
  - import\_csv() (in module geomdl.exchange), 214
  - import\_json() (in module geomdl.exchange), 214
  - import\_obj() (in module geomdl.exchange), 215
  - import\_smesh() (in module geomdl.exchange), 215
  - import\_txt() (in module geomdl.exchange), 215
  - import\_vmesh() (in module geomdl.exchange), 216
  - import\_yaml() (in module geomdl.exchange), 217
  - insert\_knot() (geomdl.BSpline.Curve method), 83
  - insert\_knot() (geomdl.BSpline.Surface method), 96
  - insert\_knot() (geomdl.BSpline.Volume method), 110
  - insert\_knot() (geomdl.NURBS.Curve method), 123
  - insert\_knot() (geomdl.NURBS.Surface method), 137
  - insert\_knot() (geomdl.NURBS.Volume method), 152
  - insert\_knot() (in module geomdl.operations), 187
  - inside (geomdl.elements.Triangle property), 307
  - inside (geomdl.elements.Vertex property), 309
  - interpolate
    - module, 199
  - interpolate\_curve() (in module geomdl.fitting), 200
  - interpolate\_surface() (in module geomdl.fitting), 200
  - intersect() (in module geomdl.ray), 312
  - is\_left() (in module geomdl.linalg), 293
  - is\_notebook() (geomdl.visualization.VisMPL.VisConfig method), 316
  - is\_tessellated() (geomdl.tessellate.AbstractTessellate method), 202
  - is\_tessellated() (geomdl.tessellate.QuadTessellate method), 205
  - is\_tessellated() (geomdl.tessellate.TriangularTessellate method), 203
  - is\_tessellated() (geomdl.tessellate.TrimTessellate method), 204
- ## K
- keypress\_callback() (geomdl.visualization.VisVTK.VisConfig method), 325
  - knot\_insertion() (in module geomdl.helpers), 288
  - knot\_insertion\_alpha() (in module geomdl.helpers), 289
  - knot\_insertion\_kv() (in module geomdl.helpers), 289

[knot\\_refinement\(\)](#) (in module *geomdl.helpers*), 289  
[knot\\_removal\(\)](#) (in module *geomdl.helpers*), 290  
[knot\\_removal\\_alpha\\_i\(\)](#) (in module *geomdl.helpers*), 290  
[knot\\_removal\\_alpha\\_j\(\)](#) (in module *geomdl.helpers*), 291  
[knot\\_removal\\_kv\(\)](#) (in module *geomdl.helpers*), 291  
[knotvector](#)  
     module, 218  
[knotvector](#) (*geomdl.abstract.Curve* property), 233  
[knotvector](#) (*geomdl.abstract.SplineGeometry* property), 269  
[knotvector](#) (*geomdl.abstract.Surface* property), 243  
[knotvector](#) (*geomdl.abstract.Volume* property), 255  
[knotvector](#) (*geomdl.BSpline.Curve* property), 83  
[knotvector](#) (*geomdl.BSpline.Surface* property), 96  
[knotvector](#) (*geomdl.BSpline.Volume* property), 110  
[knotvector](#) (*geomdl.NURBS.Curve* property), 124  
[knotvector](#) (*geomdl.NURBS.Surface* property), 137  
[knotvector](#) (*geomdl.NURBS.Volume* property), 152  
[knotvector\\_u](#) (*geomdl.abstract.Surface* property), 243  
[knotvector\\_u](#) (*geomdl.abstract.Volume* property), 256  
[knotvector\\_u](#) (*geomdl.BSpline.Surface* property), 96  
[knotvector\\_u](#) (*geomdl.BSpline.Volume* property), 111  
[knotvector\\_u](#) (*geomdl.NURBS.Surface* property), 138  
[knotvector\\_u](#) (*geomdl.NURBS.Volume* property), 152  
[knotvector\\_v](#) (*geomdl.abstract.Surface* property), 243  
[knotvector\\_v](#) (*geomdl.abstract.Volume* property), 256  
[knotvector\\_v](#) (*geomdl.BSpline.Surface* property), 97  
[knotvector\\_v](#) (*geomdl.BSpline.Volume* property), 111  
[knotvector\\_v](#) (*geomdl.NURBS.Surface* property), 138  
[knotvector\\_v](#) (*geomdl.NURBS.Volume* property), 152  
[knotvector\\_w](#) (*geomdl.abstract.Volume* property), 256  
[knotvector\\_w](#) (*geomdl.BSpline.Volume* property), 111  
[knotvector\\_w](#) (*geomdl.NURBS.Volume* property), 153

## L

[length\\_curve\(\)](#) (in module *geomdl.operations*), 188  
[linalg](#)  
     module, 292  
[linspace\(\)](#) (in module *geomdl.linalg*), 294  
[load\(\)](#) (*geomdl.BSpline.Curve* method), 83  
[load\(\)](#) (*geomdl.BSpline.Surface* method), 97  
[load\(\)](#) (*geomdl.BSpline.Volume* method), 111  
[load\(\)](#) (*geomdl.NURBS.Curve* method), 124  
[load\(\)](#) (*geomdl.NURBS.Surface* method), 138  
[load\(\)](#) (*geomdl.NURBS.Volume* method), 153  
[lu\\_decomposition\(\)](#) (in module *geomdl.linalg*), 294  
[lu\\_factor\(\)](#) (in module *geomdl.linalg*), 294  
[lu\\_solve\(\)](#) (in module *geomdl.linalg*), 295

## M

[make\\_quad\(\)](#) (in module *geomdl.utilities*), 282  
[make\\_quad\\_mesh\(\)](#) (in module *geomdl.tessellate*), 207

[make\\_quadtrees\(\)](#) (in module *geomdl.utilities*), 282  
[make\\_triangle\\_mesh\(\)](#) (in module *geomdl.tessellate*), 206  
[make\\_zigzag\(\)](#) (in module *geomdl.utilities*), 283  
[map\\_trim\\_to\\_geometry\(\)](#) (in module *geomdl.trimming*), 209  
[matrix\\_determinant\(\)](#) (in module *geomdl.linalg*), 295  
[matrix\\_identity\(\)](#) (in module *geomdl.linalg*), 295  
[matrix\\_inverse\(\)](#) (in module *geomdl.linalg*), 295  
[matrix\\_multiply\(\)](#) (in module *geomdl.linalg*), 295  
[matrix\\_pivot\(\)](#) (in module *geomdl.linalg*), 296  
[matrix\\_scalar\(\)](#) (in module *geomdl.linalg*), 296  
[matrix\\_transpose\(\)](#) (in module *geomdl.linalg*), 296  
[module](#)  
     compatibility, 193  
     construct, 197  
     control\_points, 219  
     convert, 196  
     elements, 302  
     exchange, 211  
     exchange\_vtk, 217  
     geomdl.compatibility, 193  
     geomdl.construct, 197  
     geomdl.control\_points, 219  
     geomdl.convert, 196  
     geomdl.elements, 302  
     geomdl.exchange, 211  
     geomdl.exchange\_vtk, 217  
     geomdl.fitting, 199  
     geomdl.helpers, 284  
     geomdl.knotvector, 218  
     geomdl.linalg, 292  
     geomdl.operations, 185  
     geomdl.ray, 312  
     geomdl.sweeping, 209  
     geomdl.trimming, 208  
     geomdl.utilities, 281  
     geomdl.vis.VisAbstract, 315  
     geomdl.vis.VisConfigAbstract, 315  
     geomdl.visualization.VisMPL, 316  
     geomdl.visualization.VisVTK, 325  
     geomdl.voxelize, 301  
     helpers, 284  
     interpolate, 199  
     knotvector, 218  
     linalg, 292  
     operations, 185  
     ray, 312  
     sweeping, 209  
     trimming, 208  
     utilities, 281  
     VisMPL, 316  
     VisVTK, 325  
     voxelize, 301

## N

name (*geomdl.abstract.Curve* property), 233  
 name (*geomdl.abstract.GeomdlBase* property), 263  
 name (*geomdl.abstract.Geometry* property), 265  
 name (*geomdl.abstract.SplineGeometry* property), 269  
 name (*geomdl.abstract.Surface* property), 244  
 name (*geomdl.abstract.Volume* property), 256  
 name (*geomdl.BSpline.Curve* property), 83  
 name (*geomdl.BSpline.Surface* property), 97  
 name (*geomdl.BSpline.Volume* property), 112  
 name (*geomdl.elements.Body* property), 302  
 name (*geomdl.elements.Face* property), 303  
 name (*geomdl.elements.Quad* property), 305  
 name (*geomdl.elements.Triangle* property), 307  
 name (*geomdl.elements.Vertex* property), 309  
 name (*geomdl.evaluators.AbstractEvaluator* property), 274  
 name (*geomdl.evaluators.CurveEvaluator* property), 274  
 name (*geomdl.evaluators.CurveEvaluator2* property), 276  
 name (*geomdl.evaluators.CurveEvaluatorRational* property), 275  
 name (*geomdl.evaluators.SurfaceEvaluator* property), 277  
 name (*geomdl.evaluators.SurfaceEvaluator2* property), 279  
 name (*geomdl.evaluators.SurfaceEvaluatorRational* property), 278  
 name (*geomdl.evaluators.VolumeEvaluator* property), 280  
 name (*geomdl.evaluators.VolumeEvaluatorRational* property), 281  
 name (*geomdl.freeform.Freeform* property), 160  
 name (*geomdl.multi.AbstractContainer* property), 165  
 name (*geomdl.multi.CurveContainer* property), 169  
 name (*geomdl.multi.SurfaceContainer* property), 174  
 name (*geomdl.multi.VolumeContainer* property), 182  
 name (*geomdl.NURBS.Curve* property), 124  
 name (*geomdl.NURBS.Surface* property), 138  
 name (*geomdl.NURBS.Volume* property), 153  
 normal() (*geomdl.BSpline.Curve* method), 83  
 normal() (*geomdl.BSpline.Surface* method), 97  
 normal() (*geomdl.NURBS.Curve* method), 124  
 normal() (*geomdl.NURBS.Surface* method), 138  
 normal() (in module *geomdl.operations*), 188  
 normalize() (in module *geomdl.knotvector*), 218  
 nurbs\_to\_bspline() (in module *geomdl.convert*), 196

## O

operations  
     module, 185  
 opt (*geomdl.abstract.Curve* property), 233  
 opt (*geomdl.abstract.GeomdlBase* property), 263  
 opt (*geomdl.abstract.Geometry* property), 265  
 opt (*geomdl.abstract.SplineGeometry* property), 269

opt (*geomdl.abstract.Surface* property), 244  
 opt (*geomdl.abstract.Volume* property), 257  
 opt (*geomdl.BSpline.Curve* property), 84  
 opt (*geomdl.BSpline.Surface* property), 97  
 opt (*geomdl.BSpline.Volume* property), 112  
 opt (*geomdl.elements.Body* property), 302  
 opt (*geomdl.elements.Face* property), 304  
 opt (*geomdl.elements.Quad* property), 305  
 opt (*geomdl.elements.Triangle* property), 307  
 opt (*geomdl.elements.Vertex* property), 309  
 opt (*geomdl.freeform.Freeform* property), 160  
 opt (*geomdl.multi.AbstractContainer* property), 165  
 opt (*geomdl.multi.CurveContainer* property), 169  
 opt (*geomdl.multi.SurfaceContainer* property), 175  
 opt (*geomdl.multi.VolumeContainer* property), 182  
 opt (*geomdl.NURBS.Curve* property), 124  
 opt (*geomdl.NURBS.Surface* property), 139  
 opt (*geomdl.NURBS.Volume* property), 153  
 opt\_get() (*geomdl.abstract.Curve* method), 234  
 opt\_get() (*geomdl.abstract.GeomdlBase* method), 263  
 opt\_get() (*geomdl.abstract.Geometry* method), 265  
 opt\_get() (*geomdl.abstract.SplineGeometry* method), 270  
 opt\_get() (*geomdl.abstract.Surface* method), 244  
 opt\_get() (*geomdl.abstract.Volume* method), 257  
 opt\_get() (*geomdl.BSpline.Curve* method), 84  
 opt\_get() (*geomdl.BSpline.Surface* method), 98  
 opt\_get() (*geomdl.BSpline.Volume* method), 112  
 opt\_get() (*geomdl.elements.Body* method), 303  
 opt\_get() (*geomdl.elements.Face* method), 304  
 opt\_get() (*geomdl.elements.Quad* method), 306  
 opt\_get() (*geomdl.elements.Triangle* method), 308  
 opt\_get() (*geomdl.elements.Vertex* method), 310  
 opt\_get() (*geomdl.freeform.Freeform* method), 161  
 opt\_get() (*geomdl.multi.AbstractContainer* method), 165  
 opt\_get() (*geomdl.multi.CurveContainer* method), 170  
 opt\_get() (*geomdl.multi.SurfaceContainer* method), 175  
 opt\_get() (*geomdl.multi.VolumeContainer* method), 182  
 opt\_get() (*geomdl.NURBS.Curve* method), 125  
 opt\_get() (*geomdl.NURBS.Surface* method), 139  
 opt\_get() (*geomdl.NURBS.Volume* method), 154  
 order (*geomdl.abstract.Curve* property), 234  
 order (*geomdl.BSpline.Curve* property), 84  
 order (*geomdl.NURBS.Curve* property), 125  
 order\_u (*geomdl.abstract.Surface* property), 245  
 order\_u (*geomdl.abstract.Volume* property), 257  
 order\_u (*geomdl.BSpline.Surface* property), 98  
 order\_u (*geomdl.BSpline.Volume* property), 113  
 order\_u (*geomdl.NURBS.Surface* property), 139  
 order\_u (*geomdl.NURBS.Volume* property), 154  
 order\_v (*geomdl.abstract.Surface* property), 245



`order_v` (*geomdl.abstract.Volume property*), 257  
`order_v` (*geomdl.BSpline.Surface property*), 98  
`order_v` (*geomdl.BSpline.Volume property*), 113  
`order_v` (*geomdl.NURBS.Surface property*), 140  
`order_v` (*geomdl.NURBS.Volume property*), 154  
`order_w` (*geomdl.abstract.Volume property*), 258  
`order_w` (*geomdl.BSpline.Volume property*), 113  
`order_w` (*geomdl.NURBS.Volume property*), 154

## P

`p` (*geomdl.ray.Ray property*), 312  
`pdimension` (*geomdl.abstract.Curve property*), 234  
`pdimension` (*geomdl.abstract.SplineGeometry property*), 270  
`pdimension` (*geomdl.abstract.Surface property*), 245  
`pdimension` (*geomdl.abstract.Volume property*), 258  
`pdimension` (*geomdl.BSpline.Curve property*), 85  
`pdimension` (*geomdl.BSpline.Surface property*), 99  
`pdimension` (*geomdl.BSpline.Volume property*), 113  
`pdimension` (*geomdl.multi.AbstractContainer property*), 165  
`pdimension` (*geomdl.multi.CurveContainer property*), 170  
`pdimension` (*geomdl.multi.SurfaceContainer property*), 175  
`pdimension` (*geomdl.multi.VolumeContainer property*), 183  
`pdimension` (*geomdl.NURBS.Curve property*), 125  
`pdimension` (*geomdl.NURBS.Surface property*), 140  
`pdimension` (*geomdl.NURBS.Volume property*), 155  
`point_distance()` (in module *geomdl.linalg*), 296  
`point_mid()` (in module *geomdl.linalg*), 297  
`point_translate()` (in module *geomdl.linalg*), 297  
`points` (*geomdl.ray.Ray property*), 312  
`polygon_triangulate()` (in module *geomdl.tessellate*), 206

## Q

`Quad` (class in *geomdl.elements*), 304  
`QuadTessellate` (class in *geomdl.tessellate*), 205

## R

`random()` (in module *geomdl.visualization.VisVTK*), 330  
`range` (*geomdl.abstract.Curve property*), 234  
`range` (*geomdl.abstract.SplineGeometry property*), 270  
`range` (*geomdl.abstract.Surface property*), 245  
`range` (*geomdl.abstract.Volume property*), 258  
`range` (*geomdl.BSpline.Curve property*), 85  
`range` (*geomdl.BSpline.Surface property*), 99  
`range` (*geomdl.BSpline.Volume property*), 113  
`range` (*geomdl.NURBS.Curve property*), 126  
`range` (*geomdl.NURBS.Surface property*), 140  
`range` (*geomdl.NURBS.Volume property*), 155  
`rational` (*geomdl.abstract.Curve property*), 234

`rational` (*geomdl.abstract.SplineGeometry property*), 270  
`rational` (*geomdl.abstract.Surface property*), 245  
`rational` (*geomdl.abstract.Volume property*), 258  
`rational` (*geomdl.BSpline.Curve property*), 85  
`rational` (*geomdl.BSpline.Surface property*), 99  
`rational` (*geomdl.BSpline.Volume property*), 114  
`rational` (*geomdl.NURBS.Curve property*), 126  
`rational` (*geomdl.NURBS.Surface property*), 140  
`rational` (*geomdl.NURBS.Volume property*), 155  
`ray`

    module, 312

`Ray` (class in *geomdl.ray*), 312  
`RayIntersection` (class in *geomdl.ray*), 312  
`refine_knotvector()` (in module *geomdl.operations*), 188  
`remove_knot()` (*geomdl.BSpline.Curve method*), 85  
`remove_knot()` (*geomdl.BSpline.Surface method*), 99  
`remove_knot()` (*geomdl.BSpline.Volume method*), 114  
`remove_knot()` (*geomdl.NURBS.Curve method*), 126  
`remove_knot()` (*geomdl.NURBS.Surface method*), 140  
`remove_knot()` (*geomdl.NURBS.Volume method*), 155  
`remove_knot()` (in module *geomdl.operations*), 189  
`render()` (*geomdl.abstract.Curve method*), 235  
`render()` (*geomdl.abstract.SplineGeometry method*), 270  
`render()` (*geomdl.abstract.Surface method*), 246  
`render()` (*geomdl.abstract.Volume method*), 258  
`render()` (*geomdl.BSpline.Curve method*), 85  
`render()` (*geomdl.BSpline.Surface method*), 99  
`render()` (*geomdl.BSpline.Volume method*), 114  
`render()` (*geomdl.multi.AbstractContainer method*), 166  
`render()` (*geomdl.multi.CurveContainer method*), 170  
`render()` (*geomdl.multi.SurfaceContainer method*), 175  
`render()` (*geomdl.multi.VolumeContainer method*), 183  
`render()` (*geomdl.NURBS.Curve method*), 126  
`render()` (*geomdl.NURBS.Surface method*), 141  
`render()` (*geomdl.NURBS.Volume method*), 155  
`render()` (*geomdl.visualization.VisMPL.VisCurve2D method*), 317  
`render()` (*geomdl.visualization.VisMPL.VisCurve3D method*), 319  
`render()` (*geomdl.visualization.VisMPL.VisSurface method*), 322  
`render()` (*geomdl.visualization.VisMPL.VisSurfScatter method*), 320  
`render()` (*geomdl.visualization.VisMPL.VisSurfWireframe method*), 321  
`render()` (*geomdl.visualization.VisMPL.VisVolume method*), 323  
`render()` (*geomdl.visualization.VisMPL.VisVoxel method*), 324  
`render()` (*geomdl.visualization.VisVTK.VisCurve3D method*), 327

- `render()` (*geomdl.visualization.VisVTK.VisSurface method*), 328
- `render()` (*geomdl.visualization.VisVTK.VisVolume method*), 329
- `render()` (*geomdl.visualization.VisVTK.VisVoxel method*), 330
- `reset()` (*geomdl.abstract.Curve method*), 236
- `reset()` (*geomdl.abstract.Surface method*), 246
- `reset()` (*geomdl.abstract.Volume method*), 259
- `reset()` (*geomdl.BSpline.Curve method*), 86
- `reset()` (*geomdl.BSpline.Surface method*), 100
- `reset()` (*geomdl.BSpline.Volume method*), 115
- `reset()` (*geomdl.control\_points.AbstractManager method*), 220
- `reset()` (*geomdl.control\_points.CurveManager method*), 222
- `reset()` (*geomdl.control\_points.SurfaceManager method*), 223
- `reset()` (*geomdl.control\_points.VolumeManager method*), 225
- `reset()` (*geomdl.CPGen.Grid method*), 227
- `reset()` (*geomdl.CPGen.GridWeighted method*), 228
- `reset()` (*geomdl.multi.AbstractContainer method*), 166
- `reset()` (*geomdl.multi.CurveContainer method*), 170
- `reset()` (*geomdl.multi.SurfaceContainer method*), 176
- `reset()` (*geomdl.multi.VolumeContainer method*), 183
- `reset()` (*geomdl.NURBS.Curve method*), 127
- `reset()` (*geomdl.NURBS.Surface method*), 141
- `reset()` (*geomdl.NURBS.Volume method*), 156
- `reset()` (*geomdl.tessellate.AbstractTessellate method*), 202
- `reset()` (*geomdl.tessellate.QuadTessellate method*), 205
- `reset()` (*geomdl.tessellate.TriangularTessellate method*), 203
- `reset()` (*geomdl.tessellate.TrimTessellate method*), 204
- `reverse()` (*geomdl.abstract.Curve method*), 236
- `reverse()` (*geomdl.BSpline.Curve method*), 86
- `reverse()` (*geomdl.NURBS.Curve method*), 127
- `rotate()` (*in module geomdl.operations*), 190
- `sample_size` (*geomdl.abstract.Curve property*), 236
- `sample_size` (*geomdl.abstract.Surface property*), 247
- `sample_size` (*geomdl.abstract.Volume property*), 259
- `sample_size` (*geomdl.BSpline.Curve property*), 86
- `sample_size` (*geomdl.BSpline.Surface property*), 100
- `sample_size` (*geomdl.BSpline.Volume property*), 115
- `sample_size` (*geomdl.multi.AbstractContainer property*), 166
- `sample_size` (*geomdl.multi.CurveContainer property*), 170
- `sample_size` (*geomdl.multi.SurfaceContainer property*), 176
- `sample_size` (*geomdl.multi.VolumeContainer property*), 183
- `sample_size` (*geomdl.NURBS.Curve property*), 127
- `sample_size` (*geomdl.NURBS.Surface property*), 142
- `sample_size` (*geomdl.NURBS.Volume property*), 156
- `sample_size_u` (*geomdl.abstract.Surface property*), 247
- `sample_size_u` (*geomdl.abstract.Volume property*), 260
- `sample_size_u` (*geomdl.BSpline.Surface property*), 101
- `sample_size_u` (*geomdl.BSpline.Volume property*), 115
- `sample_size_u` (*geomdl.multi.SurfaceContainer property*), 176
- `sample_size_u` (*geomdl.multi.VolumeContainer property*), 184
- `sample_size_u` (*geomdl.NURBS.Surface property*), 142
- `sample_size_u` (*geomdl.NURBS.Volume property*), 157
- `sample_size_v` (*geomdl.abstract.Surface property*), 247
- `sample_size_v` (*geomdl.abstract.Volume property*), 260
- `sample_size_v` (*geomdl.BSpline.Surface property*), 101
- `sample_size_v` (*geomdl.BSpline.Volume property*), 116
- `sample_size_v` (*geomdl.multi.SurfaceContainer property*), 177
- `sample_size_v` (*geomdl.multi.VolumeContainer property*), 184
- `sample_size_v` (*geomdl.NURBS.Surface property*), 142
- `sample_size_v` (*geomdl.NURBS.Volume property*), 157
- `sample_size_w` (*geomdl.abstract.Volume property*), 260
- `sample_size_w` (*geomdl.BSpline.Volume property*), 116
- `sample_size_w` (*geomdl.multi.VolumeContainer property*), 184
- `sample_size_w` (*geomdl.NURBS.Volume property*), 157
- `save()` (*geomdl.BSpline.Curve method*), 87
- `save()` (*geomdl.BSpline.Surface method*), 101
- `save()` (*geomdl.BSpline.Volume method*), 116
- `save()` (*geomdl.NURBS.Curve method*), 127
- `save()` (*geomdl.NURBS.Surface method*), 142
- `save()` (*geomdl.NURBS.Volume method*), 157
- `save_figure_as()` (*geomdl.visualization.VisMPL.VisConfig static method*), 317
- `save_voxel_grid()` (*in module geomdl.voxelize*), 301
- `scale()` (*in module geomdl.operations*), 190
- `separate_ctrlpts_weights()` (*in module geomdl.compatibility*), 196
- `set_axes_equal()` (*geomdl.visualization.VisMPL.VisConfig static method*), 317
- `set_ctrlpt()` (*geomdl.control\_points.AbstractManager method*), 220
- `set_ctrlpt()` (*geomdl.control\_points.CurveManager method*), 222
- `set_ctrlpt()` (*geomdl.control\_points.SurfaceManager method*), 223
- `set_ctrlpt()` (*geomdl.control\_points.VolumeManager method*), 225

## S

[set\\_ctrlpts\(\)](#) (*geomdl.abstract.Curve method*), 236  
[set\\_ctrlpts\(\)](#) (*geomdl.abstract.SplineGeometry method*), 271  
[set\\_ctrlpts\(\)](#) (*geomdl.abstract.Surface method*), 247  
[set\\_ctrlpts\(\)](#) (*geomdl.abstract.Volume method*), 261  
[set\\_ctrlpts\(\)](#) (*geomdl.BSpline.Curve method*), 87  
[set\\_ctrlpts\(\)](#) (*geomdl.BSpline.Surface method*), 101  
[set\\_ctrlpts\(\)](#) (*geomdl.BSpline.Volume method*), 116  
[set\\_ctrlpts\(\)](#) (*geomdl.NURBS.Curve method*), 128  
[set\\_ctrlpts\(\)](#) (*geomdl.NURBS.Surface method*), 143  
[set\\_ctrlpts\(\)](#) (*geomdl.NURBS.Volume method*), 158  
[set\\_ptdata\(\)](#) (*geomdl.control\_points.AbstractManager method*), 220  
[set\\_ptdata\(\)](#) (*geomdl.control\_points.CurveManager method*), 222  
[set\\_ptdata\(\)](#) (*geomdl.control\_points.SurfaceManager method*), 223  
[set\\_ptdata\(\)](#) (*geomdl.control\_points.VolumeManager method*), 225  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisCurve2D method*), 318  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisCurve3D method*), 319  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisSurface method*), 322  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisSurfScatter method*), 320  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisSurfWireframe method*), 321  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisVolume method*), 323  
[size\(\)](#) (*geomdl.visualization.VisMPL.VisVoxel method*), 324  
[size\(\)](#) (*geomdl.visualization.VisVTK.VisCurve3D method*), 327  
[size\(\)](#) (*geomdl.visualization.VisVTK.VisSurface method*), 328  
[size\(\)](#) (*geomdl.visualization.VisVTK.VisVolume method*), 329  
[size\(\)](#) (*geomdl.visualization.VisVTK.VisVoxel method*), 330  
[SplineGeometry](#) (*class in geomdl.abstract*), 266  
[split\\_curve\(\)](#) (*in module geomdl.operations*), 190  
[split\\_surface\\_u\(\)](#) (*in module geomdl.operations*), 191  
[split\\_surface\\_v\(\)](#) (*in module geomdl.operations*), 191  
[Surface](#) (*class in geomdl.abstract*), 237  
[Surface](#) (*class in geomdl.BSpline*), 88  
[Surface](#) (*class in geomdl.NURBS*), 129  
[surface\\_deriv\\_cpts\(\)](#) (*in module geomdl.helpers*), 291  
[surface\\_tessellate\(\)](#) (*in module geomdl.tessellate*), 207

[surface\\_trim\\_tessellate\(\)](#) (*in module geomdl.tessellate*), 207  
[SurfaceContainer](#) (*class in geomdl.multi*), 171  
[SurfaceEvaluator](#) (*class in geomdl.evaluators*), 277  
[SurfaceEvaluator2](#) (*class in geomdl.evaluators*), 278  
[SurfaceEvaluatorRational](#) (*class in geomdl.evaluators*), 277  
[SurfaceManager](#) (*class in geomdl.control\_points*), 222  
[sweep\\_vector\(\)](#) (*in module geomdl.sweeping*), 209  
[sweeping](#)  
     *module*, 209

## T

[tangent\(\)](#) (*geomdl.BSpline.Curve method*), 87  
[tangent\(\)](#) (*geomdl.BSpline.Surface method*), 102  
[tangent\(\)](#) (*geomdl.NURBS.Curve method*), 128  
[tangent\(\)](#) (*geomdl.NURBS.Surface method*), 143  
[tangent\(\)](#) (*in module geomdl.operations*), 192  
[tessellate\(\)](#) (*geomdl.abstract.Surface method*), 248  
[tessellate\(\)](#) (*geomdl.BSpline.Surface method*), 102  
[tessellate\(\)](#) (*geomdl.multi.SurfaceContainer method*), 177  
[tessellate\(\)](#) (*geomdl.NURBS.Surface method*), 143  
[tessellate\(\)](#) (*geomdl.tessellate.AbstractTessellate method*), 202  
[tessellate\(\)](#) (*geomdl.tessellate.QuadTessellate method*), 205  
[tessellate\(\)](#) (*geomdl.tessellate.TriangularTessellate method*), 203  
[tessellate\(\)](#) (*geomdl.tessellate.TrimTessellate method*), 204  
[tessellator](#) (*geomdl.abstract.Surface property*), 248  
[tessellator](#) (*geomdl.BSpline.Surface property*), 102  
[tessellator](#) (*geomdl.multi.SurfaceContainer property*), 177  
[tessellator](#) (*geomdl.NURBS.Surface property*), 143  
[translate\(\)](#) (*in module geomdl.operations*), 192  
[transpose\(\)](#) (*geomdl.BSpline.Surface method*), 102  
[transpose\(\)](#) (*geomdl.NURBS.Surface method*), 143  
[transpose\(\)](#) (*in module geomdl.operations*), 192  
[Triangle](#) (*class in geomdl.elements*), 306  
[triangle\\_center\(\)](#) (*in module geomdl.linalg*), 297  
[triangle\\_normal\(\)](#) (*in module geomdl.linalg*), 297  
[triangles](#) (*geomdl.elements.Face property*), 304  
[TriangularTessellate](#) (*class in geomdl.tessellate*), 203  
[trimming](#)  
     *module*, 208  
[trims](#) (*geomdl.abstract.Surface property*), 248  
[trims](#) (*geomdl.abstract.Volume property*), 261  
[trims](#) (*geomdl.BSpline.Surface property*), 102  
[trims](#) (*geomdl.BSpline.Volume property*), 117  
[trims](#) (*geomdl.NURBS.Surface property*), 143  
[trims](#) (*geomdl.NURBS.Volume property*), 158



TrimTessellate (class in *geomdl.tessellate*), 204  
 type (*geomdl.abstract.Curve* property), 236  
 type (*geomdl.abstract.GeomdlBase* property), 263  
 type (*geomdl.abstract.Geometry* property), 266  
 type (*geomdl.abstract.SplineGeometry* property), 271  
 type (*geomdl.abstract.Surface* property), 248  
 type (*geomdl.abstract.Volume* property), 261  
 type (*geomdl.BSpline.Curve* property), 87  
 type (*geomdl.BSpline.Surface* property), 103  
 type (*geomdl.BSpline.Volume* property), 117  
 type (*geomdl.freeform.Freeform* property), 161  
 type (*geomdl.multi.AbstractContainer* property), 166  
 type (*geomdl.multi.CurveContainer* property), 171  
 type (*geomdl.multi.SurfaceContainer* property), 178  
 type (*geomdl.multi.VolumeContainer* property), 184  
 type (*geomdl.NURBS.Curve* property), 128  
 type (*geomdl.NURBS.Surface* property), 144  
 type (*geomdl.NURBS.Volume* property), 158

## U

u (*geomdl.elements.Vertex* property), 310  
 utilities  
     module, 281  
 uv (*geomdl.elements.Vertex* property), 310

## V

v (*geomdl.elements.Vertex* property), 310  
 vconf (*geomdl.visualization.VisMPL.VisCurve2D* property), 318  
 vconf (*geomdl.visualization.VisMPL.VisCurve3D* property), 319  
 vconf (*geomdl.visualization.VisMPL.VisSurface* property), 322  
 vconf (*geomdl.visualization.VisMPL.VisSurfScatter* property), 320  
 vconf (*geomdl.visualization.VisMPL.VisSurfWireframe* property), 321  
 vconf (*geomdl.visualization.VisMPL.VisVolume* property), 323  
 vconf (*geomdl.visualization.VisMPL.VisVoxel* property), 325  
 vconf (*geomdl.visualization.VisVTK.VisCurve3D* property), 327  
 vconf (*geomdl.visualization.VisVTK.VisSurface* property), 328  
 vconf (*geomdl.visualization.VisVTK.VisVolume* property), 329  
 vconf (*geomdl.visualization.VisVTK.VisVoxel* property), 330  
 vector\_angle\_between() (in module *geomdl.linalg*), 298  
 vector\_cross() (in module *geomdl.linalg*), 298  
 vector\_dot() (in module *geomdl.linalg*), 298  
 vector\_generate() (in module *geomdl.linalg*), 298

vector\_is\_zero() (in module *geomdl.linalg*), 299  
 vector\_magnitude() (in module *geomdl.linalg*), 299  
 vector\_mean() (in module *geomdl.linalg*), 299  
 vector\_multiply() (in module *geomdl.linalg*), 299  
 vector\_normalize() (in module *geomdl.linalg*), 300  
 vector\_sum() (in module *geomdl.linalg*), 300  
 Vertex (class in *geomdl.elements*), 308  
 vertex\_ids (*geomdl.elements.Triangle* property), 308  
 vertices (*geomdl.abstract.Surface* property), 249  
 vertices (*geomdl.BSpline.Surface* property), 103  
 vertices (*geomdl.elements.Quad* property), 306  
 vertices (*geomdl.elements.Triangle* property), 308  
 vertices (*geomdl.multi.SurfaceContainer* property), 178  
 vertices (*geomdl.NURBS.Surface* property), 144  
 vertices (*geomdl.tessellate.AbstractTessellate* property), 202  
 vertices (*geomdl.tessellate.QuadTessellate* property), 206  
 vertices (*geomdl.tessellate.TriangularTessellate* property), 203  
 vertices (*geomdl.tessellate.TrimTessellate* property), 204  
 vertices\_closed (*geomdl.elements.Triangle* property), 308  
 vis (*geomdl.abstract.Curve* property), 236  
 vis (*geomdl.abstract.SplineGeometry* property), 271  
 vis (*geomdl.abstract.Surface* property), 249  
 vis (*geomdl.abstract.Volume* property), 261  
 vis (*geomdl.BSpline.Curve* property), 87  
 vis (*geomdl.BSpline.Surface* property), 103  
 vis (*geomdl.BSpline.Volume* property), 117  
 vis (*geomdl.multi.AbstractContainer* property), 166  
 vis (*geomdl.multi.CurveContainer* property), 171  
 vis (*geomdl.multi.SurfaceContainer* property), 178  
 vis (*geomdl.multi.VolumeContainer* property), 185  
 vis (*geomdl.NURBS.Curve* property), 128  
 vis (*geomdl.NURBS.Surface* property), 144  
 vis (*geomdl.NURBS.Volume* property), 158  
 VisConfig (class in *geomdl.visualization.VisMPL*), 316  
 VisConfig (class in *geomdl.visualization.VisVTK*), 325  
 VisCurve2D (class in *geomdl.visualization.VisMPL*), 317  
 VisCurve2D (in module *geomdl.visualization.VisVTK*), 326  
 VisCurve3D (class in *geomdl.visualization.VisMPL*), 318  
 VisCurve3D (class in *geomdl.visualization.VisVTK*), 326  
 VisMPL  
     module, 316  
 VisSurface (class in *geomdl.visualization.VisMPL*), 321  
 VisSurface (class in *geomdl.visualization.VisVTK*), 327  
 VisSurfScatter (class in *geomdl.visualization.VisMPL*), 319  
 VisSurfWireframe (class in *geomdl.visualization.VisMPL*), 320

[VisVolume \(class in geomdl.visualization.VisMPL\)](#), 323  
[VisVolume \(class in geomdl.visualization.VisVTK\)](#), 328  
[VisVoxel \(class in geomdl.visualization.VisMPL\)](#), 324  
[VisVoxel \(class in geomdl.visualization.VisVTK\)](#), 329  
[VisVTK](#)  
     [module](#), 325  
[Volume \(class in geomdl.abstract\)](#), 249  
[Volume \(class in geomdl.BSpline\)](#), 104  
[Volume \(class in geomdl.NURBS\)](#), 145  
[VolumeContainer \(class in geomdl.multi\)](#), 178  
[VolumeEvaluator \(class in geomdl.evaluators\)](#), 280  
[VolumeEvaluatorRational \(class in geomdl.evaluators\)](#), 280  
[VolumeManager \(class in geomdl.control\\_points\)](#), 224  
[voxelize](#)  
     [module](#), 301  
[voxelize\(\)](#) (in module [geomdl.voxelize](#)), 301

## W

[weight \(geomdl.CPGen.GridWeighted property\)](#), 228  
[weights \(geomdl.abstract.Curve property\)](#), 237  
[weights \(geomdl.abstract.SplineGeometry property\)](#), 271  
[weights \(geomdl.abstract.Surface property\)](#), 249  
[weights \(geomdl.abstract.Volume property\)](#), 261  
[weights \(geomdl.BSpline.Curve property\)](#), 88  
[weights \(geomdl.BSpline.Surface property\)](#), 103  
[weights \(geomdl.BSpline.Volume property\)](#), 117  
[weights \(geomdl.NURBS.Curve property\)](#), 128  
[weights \(geomdl.NURBS.Surface property\)](#), 144  
[weights \(geomdl.NURBS.Volume property\)](#), 158  
[wn\\_poly\(\)](#) (in module [geomdl.linalg](#)), 300

## X

[x \(geomdl.elements.Vertex property\)](#), 311

## Y

[y \(geomdl.elements.Vertex property\)](#), 311

## Z

[z \(geomdl.elements.Vertex property\)](#), 311