These questions relate to lecture material and aim to highlight the most important concepts. We will cover questions similar to these for our midterm.

1. How does a Catmull-Rom spline differ from a Hermite spline in terms of control points?

2. Suppose we have 3 keyframes. The first is at time = 1.0s. The second is at time = 5.0s. The last is at time = 6.0s. Suppose the application time is 4.0s. What segment of the spline would we interpolate and what would be the normalized time along that segment?

3. What are the basis functions for the Hermite spline?

4. Suppose we wanted to use a spline to animate the position of a particle. What might the pseudocode look like?

5. Suppose we wanted to use a Catmull-Rom spline to create a circle path. How might we do this?