

UNIVERSITI TEKNOLOGI MARA

TECHNICAL REPORT

**RECONSTRUCTION OF KATAKANA CHARACTER BY USING
BEZIER CURVE AND SAID-BALL CURVE**

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IN THE NAME OF ALLAH, THE MOST GRACIOUS, THE MOST MERCIFUL

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TABLE OF CONTENTS

ACKNOWLEDGEMENTS	2
TABLE OF CONTENTS	3
LIST OF FIGURES	4
ABSTRACT.....	5
CHAPTER 1	6
INTRODUCTION.....	6
1.1 Motivation.....	6
1.2 Problem Statement	7
1.3 Research Questions	7
1.4 Objectives	7
1.5 Significant and Benefit of Study	8
1.6 Scope and Limitation of Study.....	8
1.7 Definition of Terms.....	9
CHAPTER 2	11
BACKGROUND THEORY AND LITERATURE REVIEW	11
2.1 Katakana Character.....	11
2.2 Computer-Aided Geometric Design (CAGD).....	12
2.3 Bezier Curve	13
2.4 Said-Ball Curve	17
CHAPTER 3.....	21
METHODOLOGY AND IMPLEMENTATION.....	21
3.1 Sketch Katakana Characters on Graph	22
3.2 Derive mathematical formula for Bezier and Said-Ball curve from degree four until degree eight.....	22
3.3 Computing the coding of Katakana character into MATLAB.....	23
3.4 Compare the coding of both curves	23
3.5 Calculate the computation time.	23
CHAPTER 4.....	24
RESULTS AND DISCUSSION	24
4.1 Comparison for each degree of curve	24
4.2 Computation time for each degree of curve.....	38
CHAPTER 5	40
CONCLUSIONS AND RECOMMENDATIONS.....	40
REFERENCES.....	41
APPENDIX A	48
APPENDIX B	64

LIST OF FIGURES

Figure 3.1 Methodology Flowchart.....	14
Figure 3.2 The real design of Katakana ‘Kirei’.....	15
Figure 4.1 The result of Bezier curve degree four with polygon.....	33
Figure 4.2 The result of Bezier curve degree four without polygon.....	33
Figure 4.3 The result of Said-Ball curve degree four with polygon.....	34
Figure 4.4 The result of Said-Ball curve degree four without polygon.....	34
Figure 4.5 The result of Bezier and Said-Ball curve degree four	35
Figure 4.6 The result of Bezier curve degree five with polygon.....	35
Figure 4.7 The result of Bezier curve degree five without polygon.....	36
Figure 4.8 The result of Said-Ball curve degree five with polygon	36
Figure 4.9 The result of Said-Ball curve degree five without polygon.....	37
Figure 4.10 The result of Bezier and Said-Ball curve degree five.....	37
Figure 4.11 The result of Bezier curve degree six with polygon.....	38
Figure 4.12 The result of Bezier curve degree six without polygon.....	38
Figure 4.13 The result of Said-Ball curve degree six with polygon	39
Figure 4.14 The result of Said-Ball curve degree six without polygon.....	39
Figure 4.15 The result of Bezier and Said-Ball curve degree six.....	40
Figure 4.16 The result of Bezier curve degree seven with polygon.....	40
Figure 4.17 The result of Bezier curve degree seven without polygon.....	41
Figure 4.18 The result of Said-Ball curve degree seven with polygon	41
Figure 4.19 The result of Said-Ball curve degree seven without polygon.....	42
Figure 4.20 The result of Bezier and Said-Ball curve degree seven.....	42
Figure 4.21 The result of Bezier curve degree eight with polygon.....	43
Figure 4.22 The result of Bezier curve degree eight without polygon.....	43
Figure 4.23 The result of Said-Ball curve degree eight with polygon	44
Figure 4.24 The result of Said-Ball curve degree eight without polygon.....	44
Figure 4.25 The result of Bezier and Said-Ball curve degree eight.....	45

ABSTRACT

This paper presents computation of Bezier and Said-Ball curve on MATLAB by using degree four to degree eight. Bezier curve have been used as the foundation of curve representation for the longest time when compared to others. In addition, using a single Bezier curve to represent a complex shape requires a higher order Bezier curve, and the calculation of the corresponding control point is also quite computationally expensive. To reduce this overhead, we used compound Bezier curves to represent complex shapes, divided the entire shape into segments and represented each individually with a Bezier curve. First, the feature points of the Katakana characters were located on the graph paper. Then, it is derived on the MATLAB, which then automatically generates the stroke of the Katakana characters. Based on the obtained results, the Bezier curve looks nicer than the Said-Ball curve method. This is due to the curve on Bezier is more defined compared to Said-Ball. Also, when the degree increases, the easier and smooth the construction of Katakana characters because the curve will be combined. When using lower degree, the characters need to be parted into different section. So, the lower the degree, the more the sections need to be parted. Hence, it can be concluded that the higher the degree, the easier the construction of the curve. This is because higher degree requires less partition of section. The result of this study will be useful for evaluating the perfect degree of point to use in achieving desired characters using Bezier curves. Mathematician can generate curves that appear reasonably smooth across all scales for future work.