Letter to the Editors:
A Method for Displaying Metaballs by using Bézier Clipping

Roland Heinze

Computer Graphics Lab, Dept. of Computer Science, University of Bonn, Germany
E-Mail: heinze@graphics.cs.uni-bonn.de

The article “A Method for Displaying Metaballs by using Bézier Clipping”, by Nishita et al., EUROGRAPHICS '94, Computer Graphics Forum (CGF), 13(3), pp. C-271 – C-280, contains two minor errors which we would like to correct:

In Section 3.3, “Process for ellipsoids”, p. C-277, the formula for B should be

\[ B = -\left( \frac{V_x x_0}{a^2} + \frac{V_y y_0}{b^2} + \frac{V_z z_0}{c^2} \right) \] (note the “−” sign).

In Section 3.2, “Intersection test between a ray and multiple metaballs”, pp. C-275 – C-277, the formula for \( d_j \) in eq. (14) should be

\[ d_j = \frac{8(a_i + 5)a_i^2}{45} \] (note the “8”)

With these modifications the algorithm has been implemented within the mrt (Minimal Rendering Tool) platform for spherical and ellipsoidal metaballs. As already pointed out by the authors of the article the algorithm works well and presents an efficient way to compute the intersection between a ray and a (sequence of) metaball(s).

References