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### Smooth Curve of B-Spline with Ordo K or Node K

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The background of this research is an early stage of the use of Spline Art graph theory, namely in the construction techniques of objects that will be required or used in the design model of objects / car / aircraft and other construction. There are two basic objectives for the use, which are first to facilitate and deepen the basic knowledge of polynom spline art principles by understanding the correct use of the polynom spline art formula. The second mastery of this theme is the need to produce a graphical system, which is based on the polynom spline art formula. The use of polynom spline art is a large number in the field of construction of object graphs. This Research takes into account the node K of the B-spline blending function. The method used is based on the polynom spline-art theory. The results to be achieved, namely the model of making objects based on polynom spline Art. In this research using programming language to describe and achieve the goal, that is graph by using simple OpenGL and make in general and can record the structure of good data.

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