A bicubic Bézier surface $S(u, v) = \sum_{k=0}^{3} \sum_{l=0}^{3} b_{kl} B^3_k(u) B^3_l(v)$, $0 \leq u, v \leq 1$, can be approximated by a dense mesh sampled at the uniform parameters: $u_i = i/511, v_j = j/511$, for $i, j = 0, \ldots, 511$. Using an arbitrary image of your own choice, apply a texture mapping to the Bézier surface $S(u, v)$.

Design an interactive system that can control the shape of $S(u, v)$ by dragging its control points projected onto the $xy$, $yz$, and $zx$-planes. The connected network of 16 control points can be displayed as a wireframe of 24 edges, each connecting two adjacent control points.