A bicubic Bézier surface \( S(u, v) = \sum_{k=0}^{3} \sum_{l=0}^{3} b_{kl} B_{k}^{3}(u) B_{l}^{3}(v), \ 0 \leq u, v \leq 1 \), can be approximated by a dense mesh sampled at the uniform parameters: \( u_i = i/511, v_j = j/511 \), for \( i, j = 0, \cdots, 511 \). Implement a shadow mapping technique for the Bézier surface \( S(u, v) \). You may assume a directional light coming from infinity and the Bézier surface is located above a horizontal plane.

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.