Building Basic, Intermediate and Advanced Plots with Matplotlib



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Overview

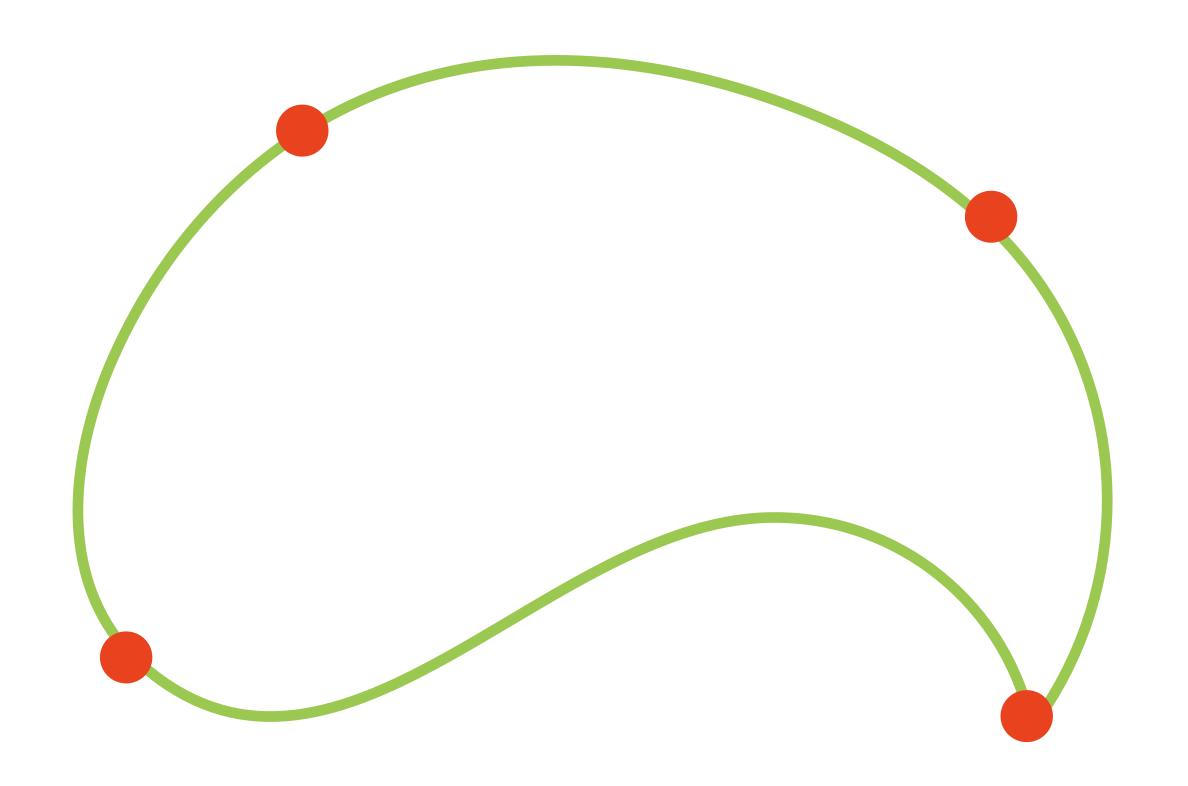
Plot complex shapes, polygon and Bezier curves

Text annotations on graphs to convey information

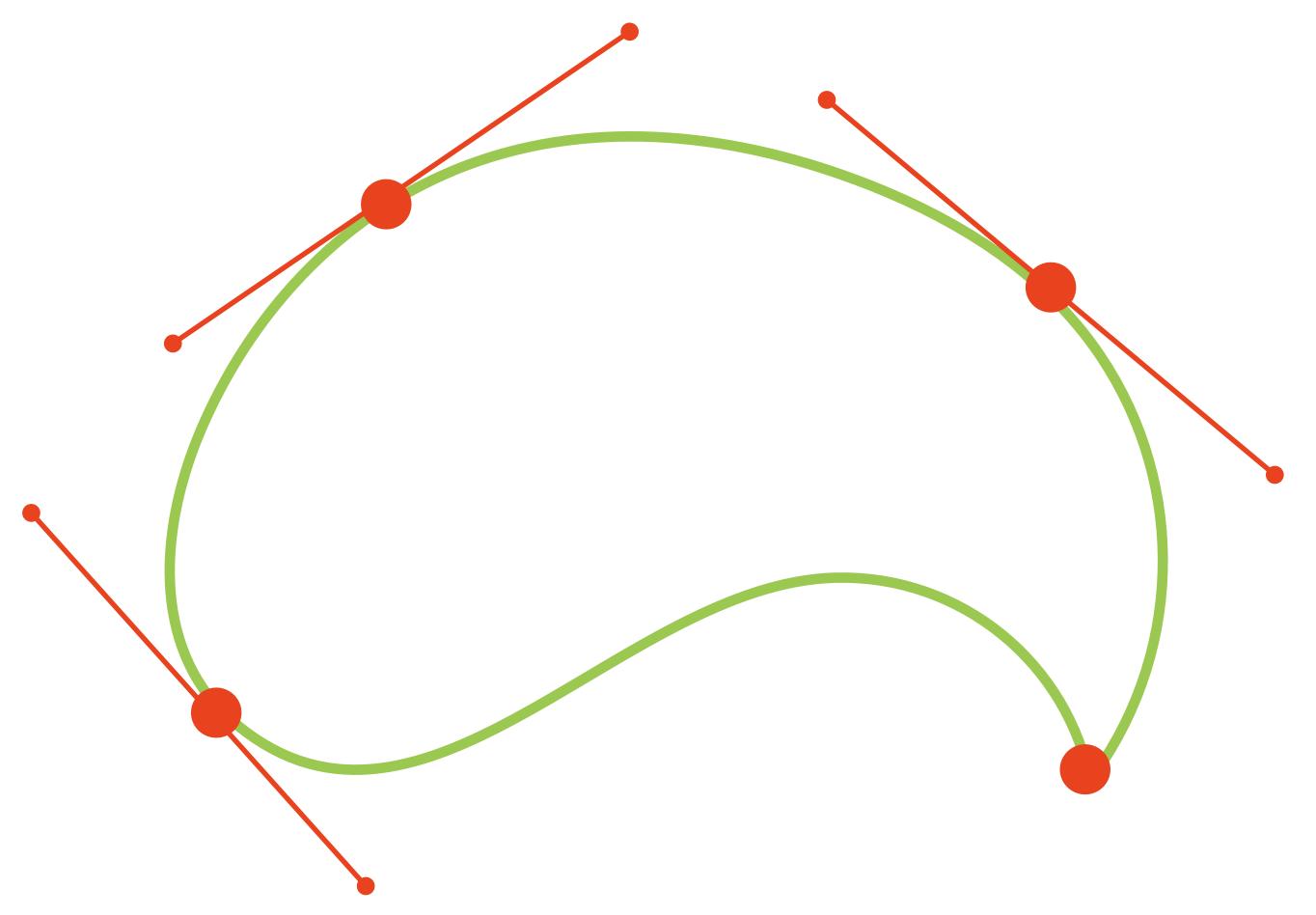
Different units on the same axis using twin axis

Different scales on each axis

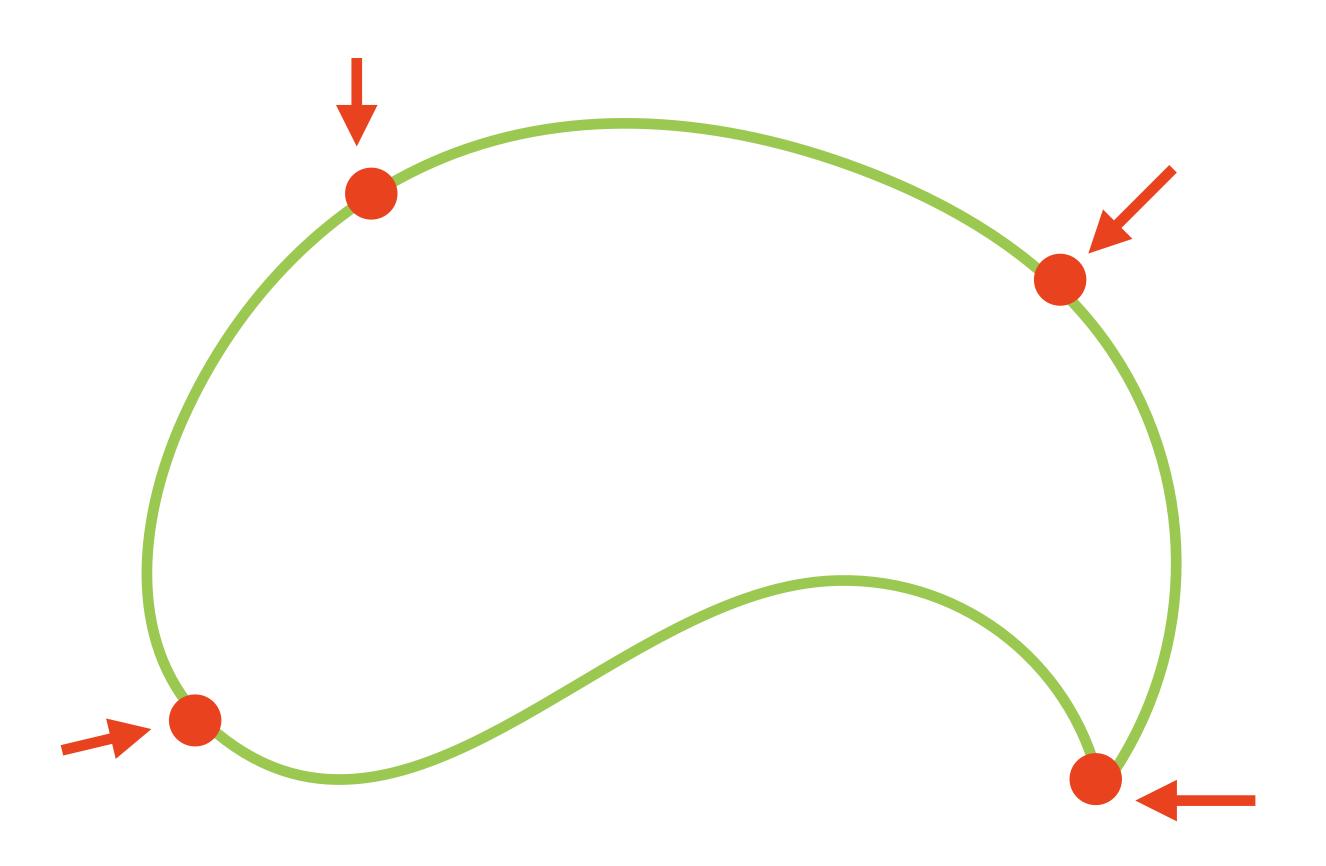
Drawing shapes with the patches module



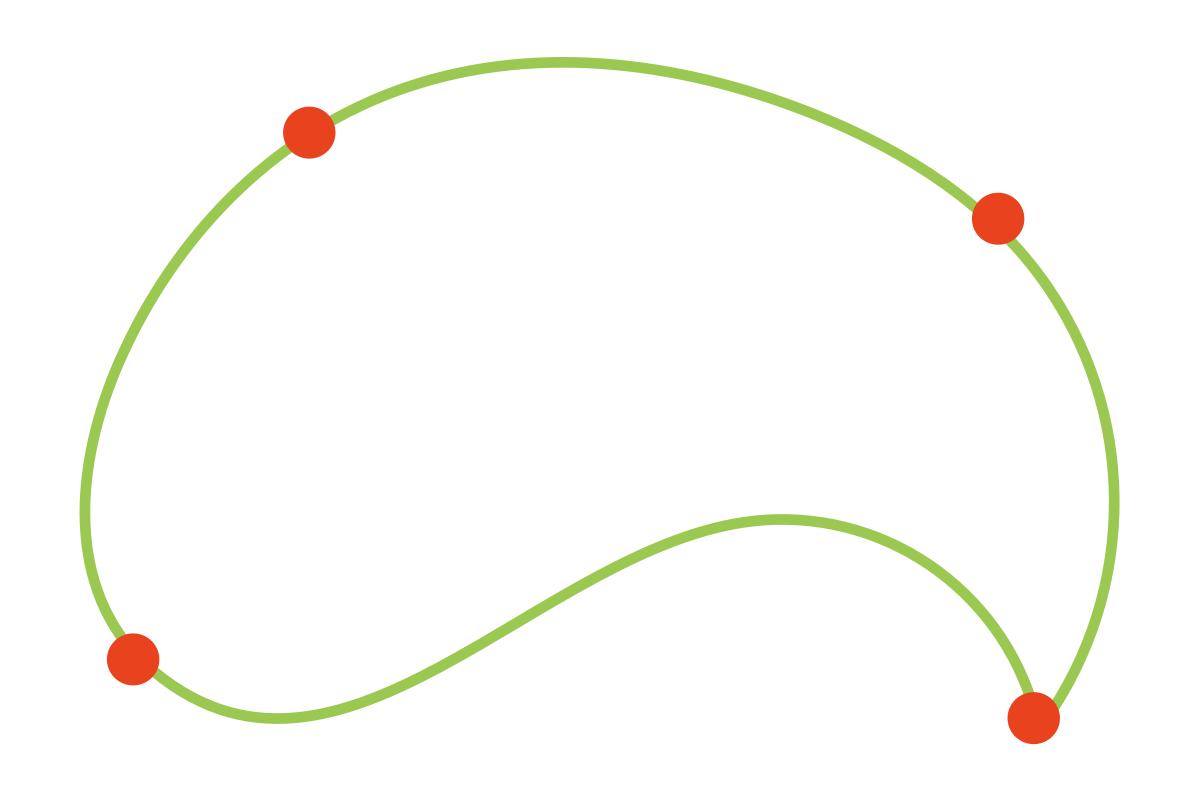
Vector shapes are made up of series of points



Some of these points cause the shape to curve



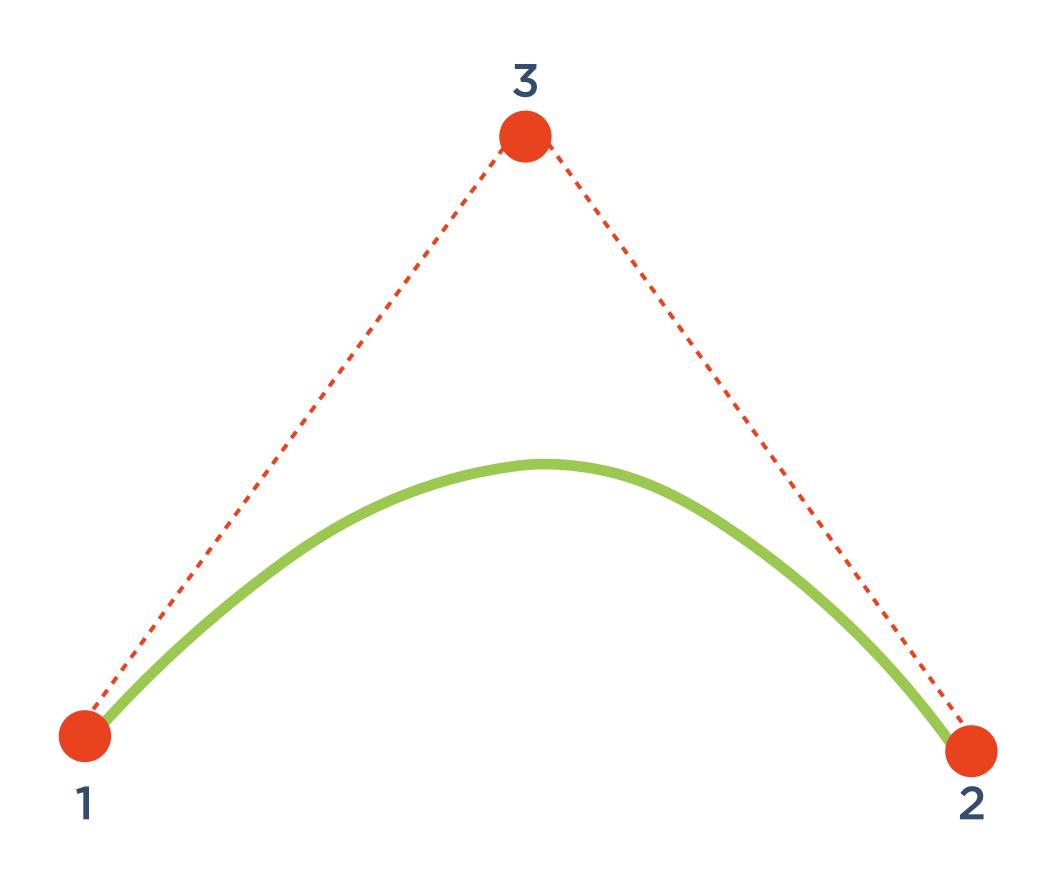
A bezier curve is defined by control points



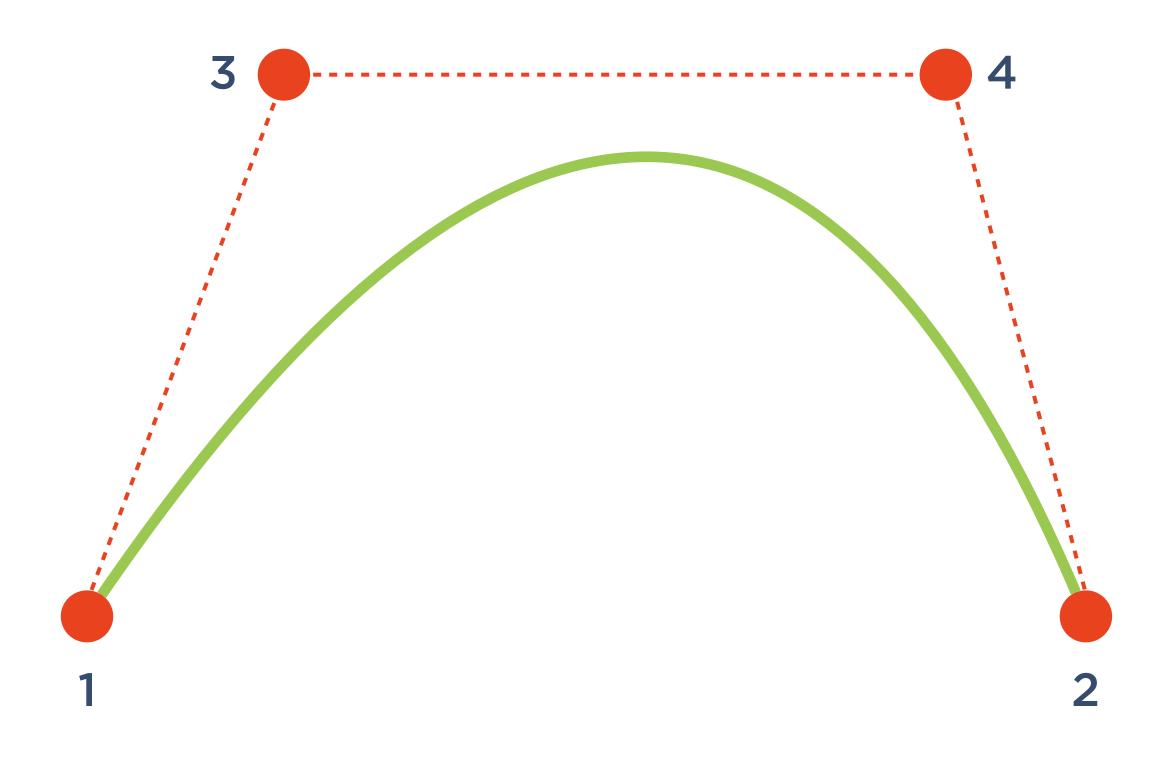
Number of control points varies as per type of curve



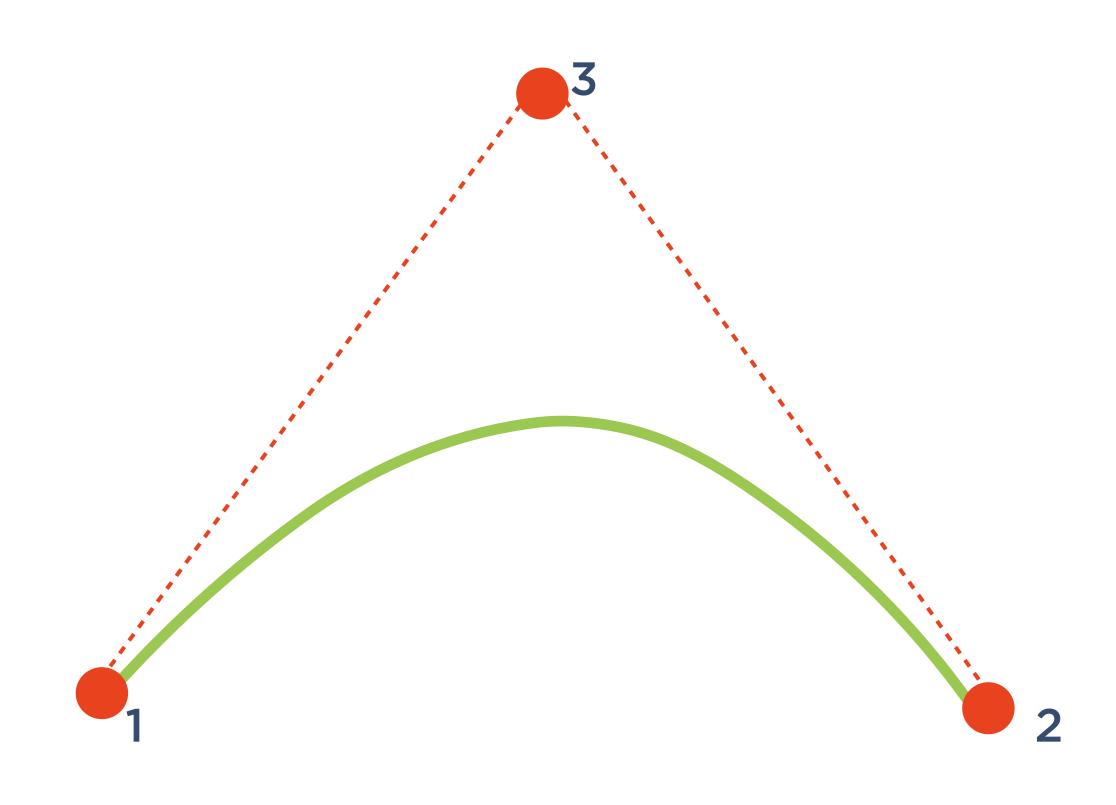
Linear curve



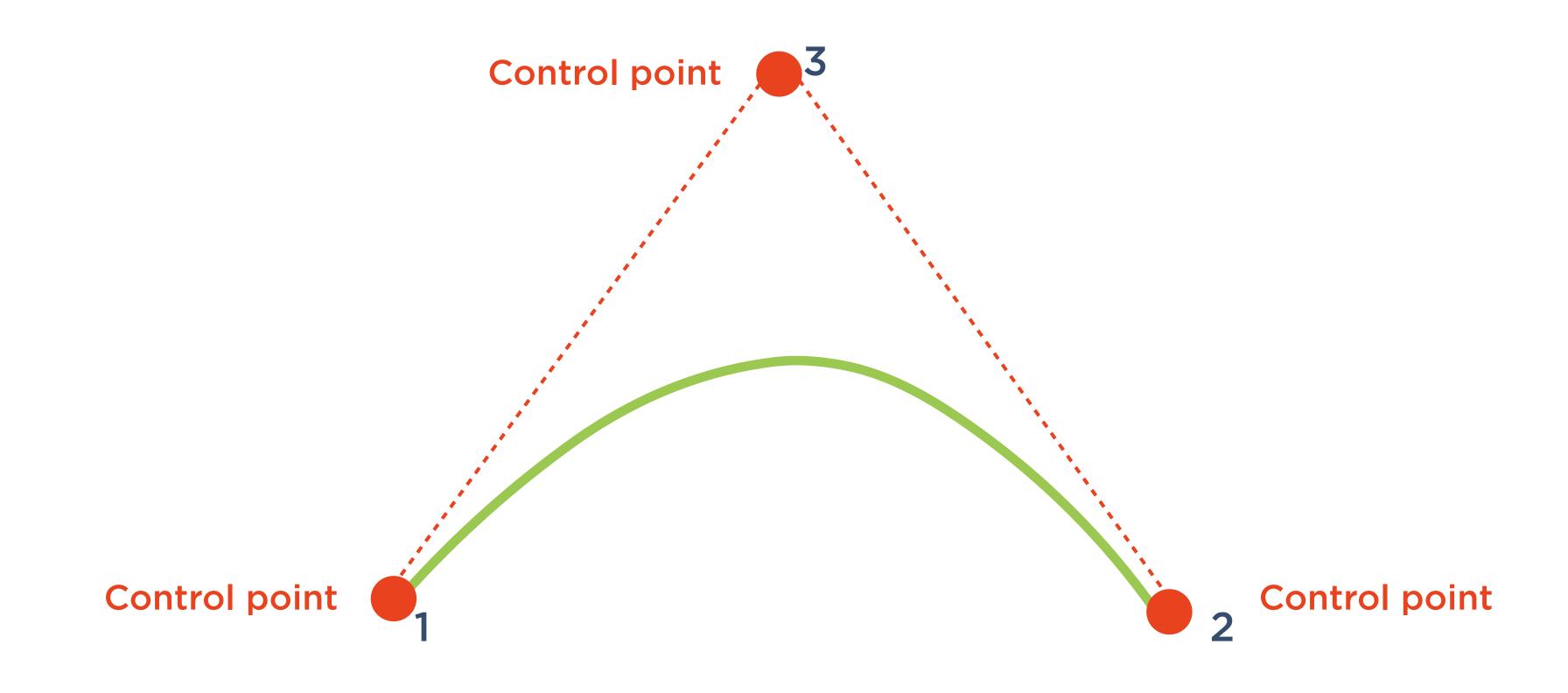
Quadratic curve



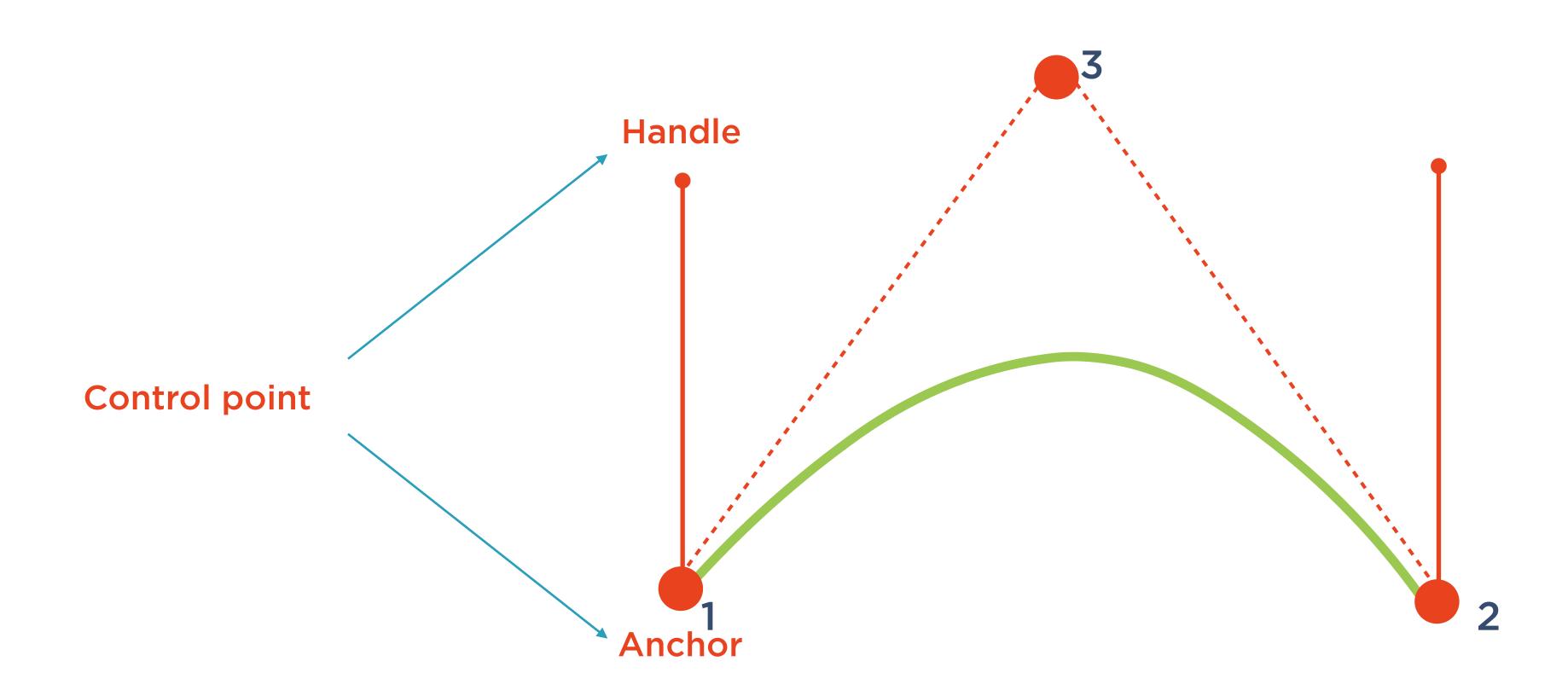
Cubic curve



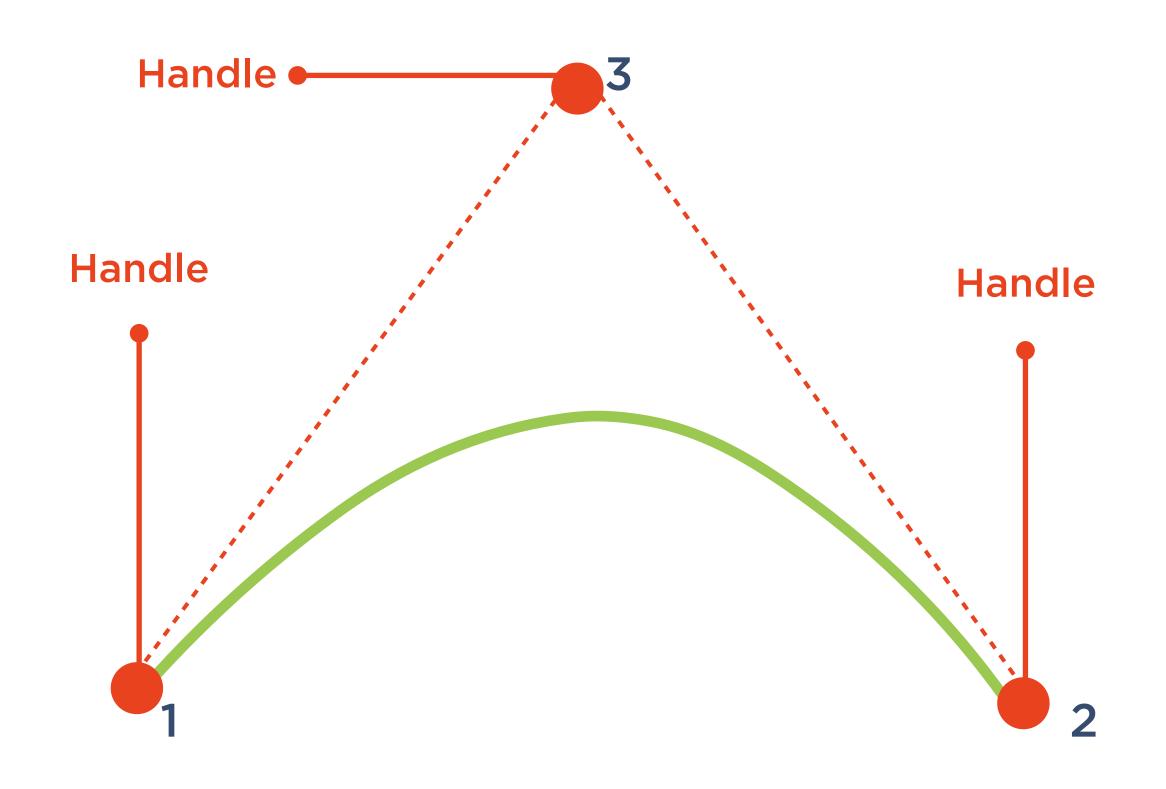
Control polygon



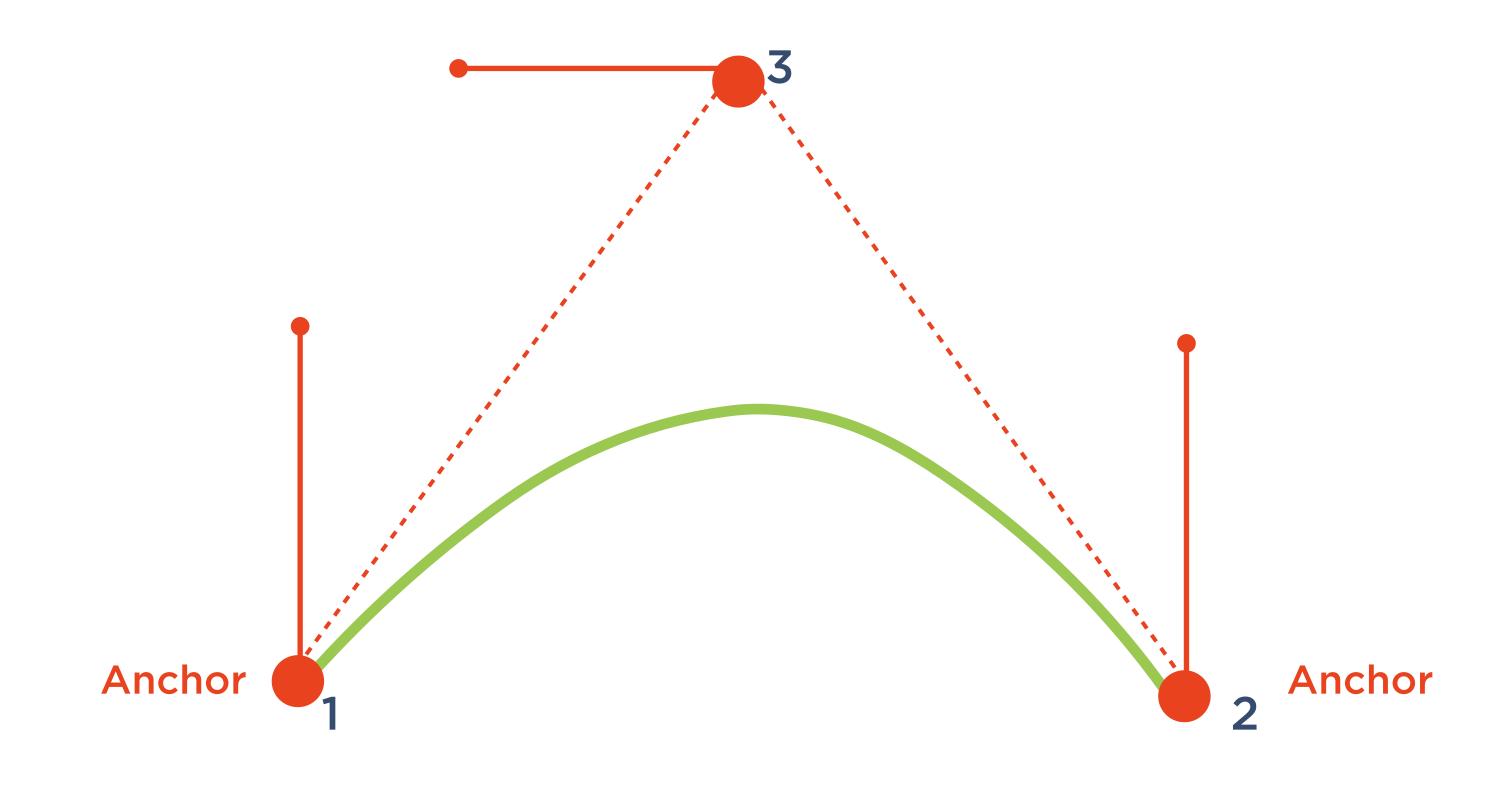
Term control point is used for all the positions of the Bezier curve



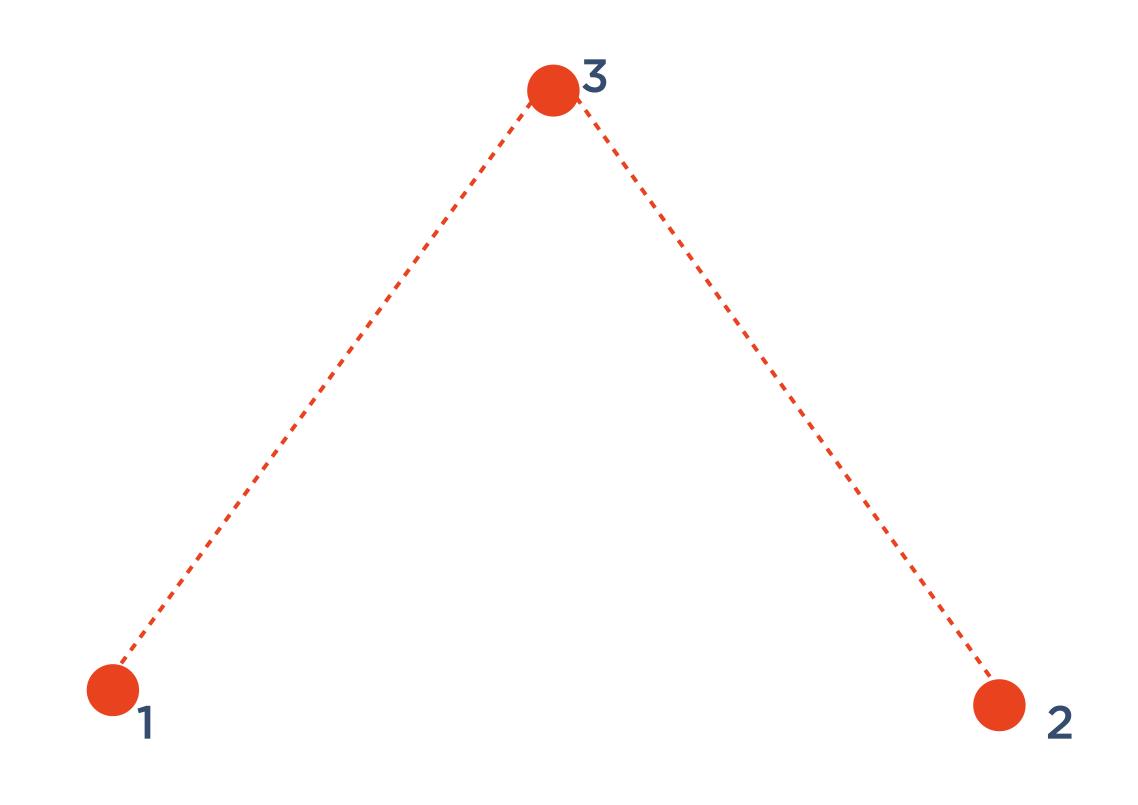
Control point is made up of handles and anchors



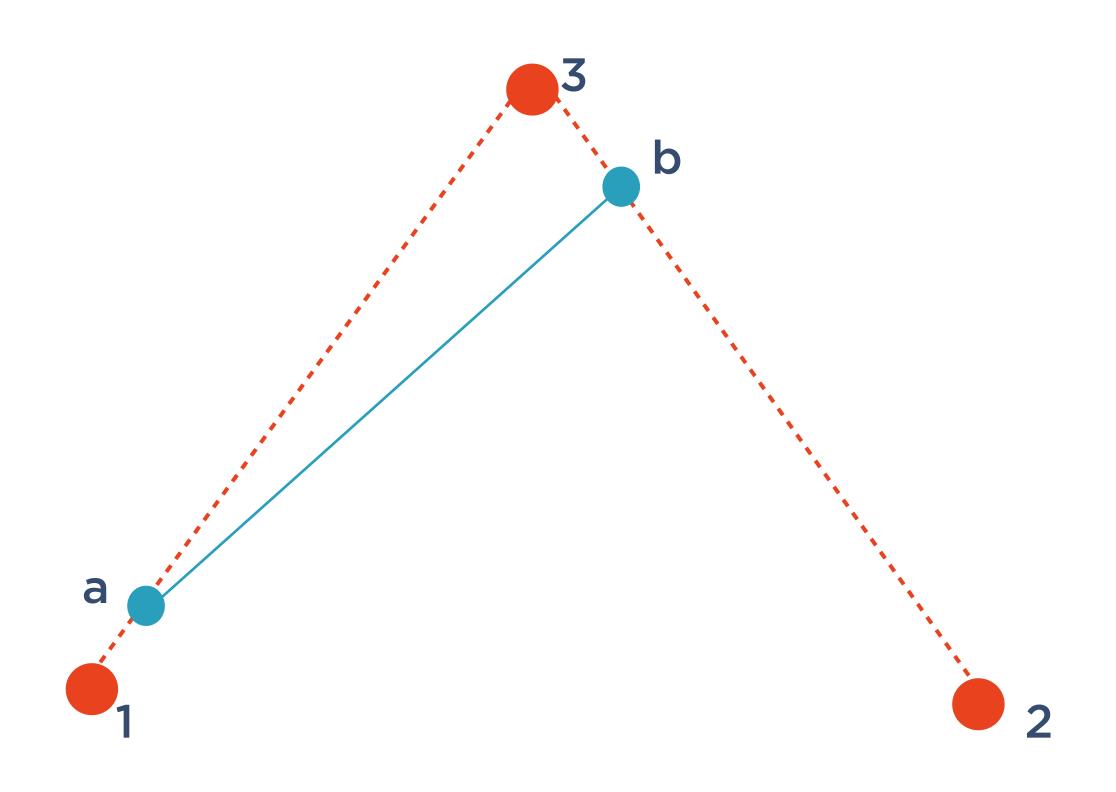
Positions used to influence the curvature are called handles



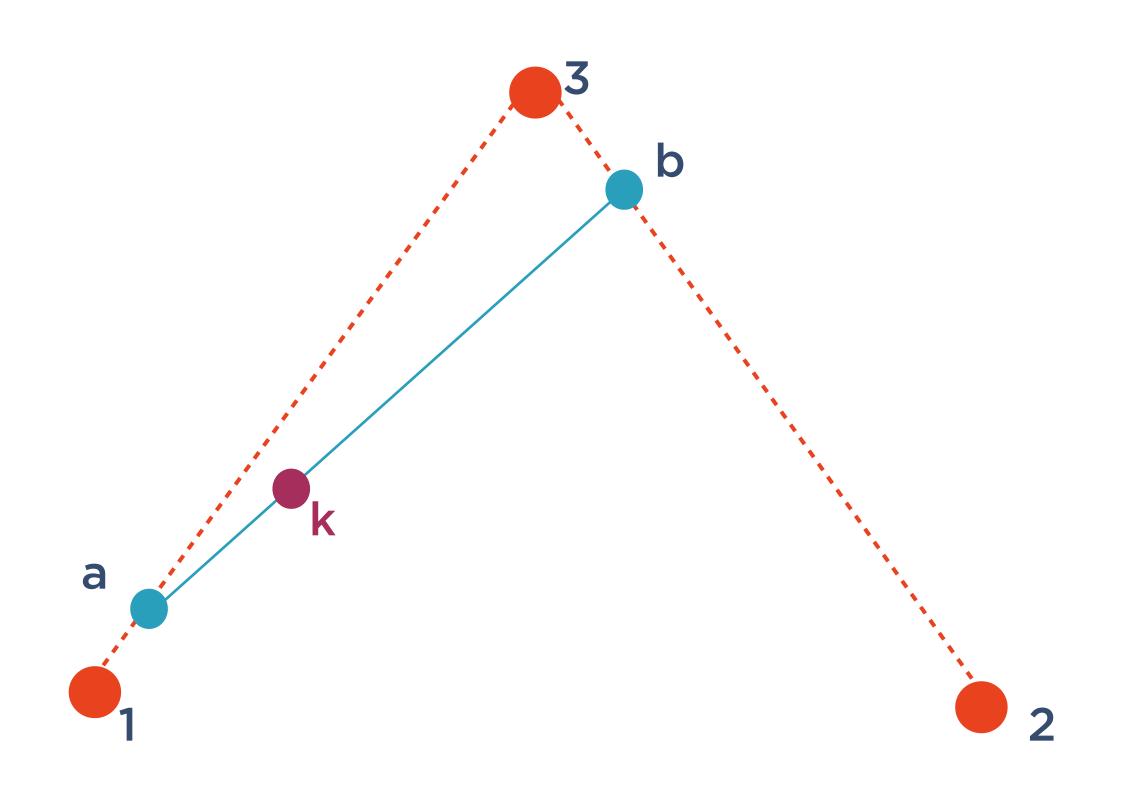
Anchors describe the start and end position of the curve



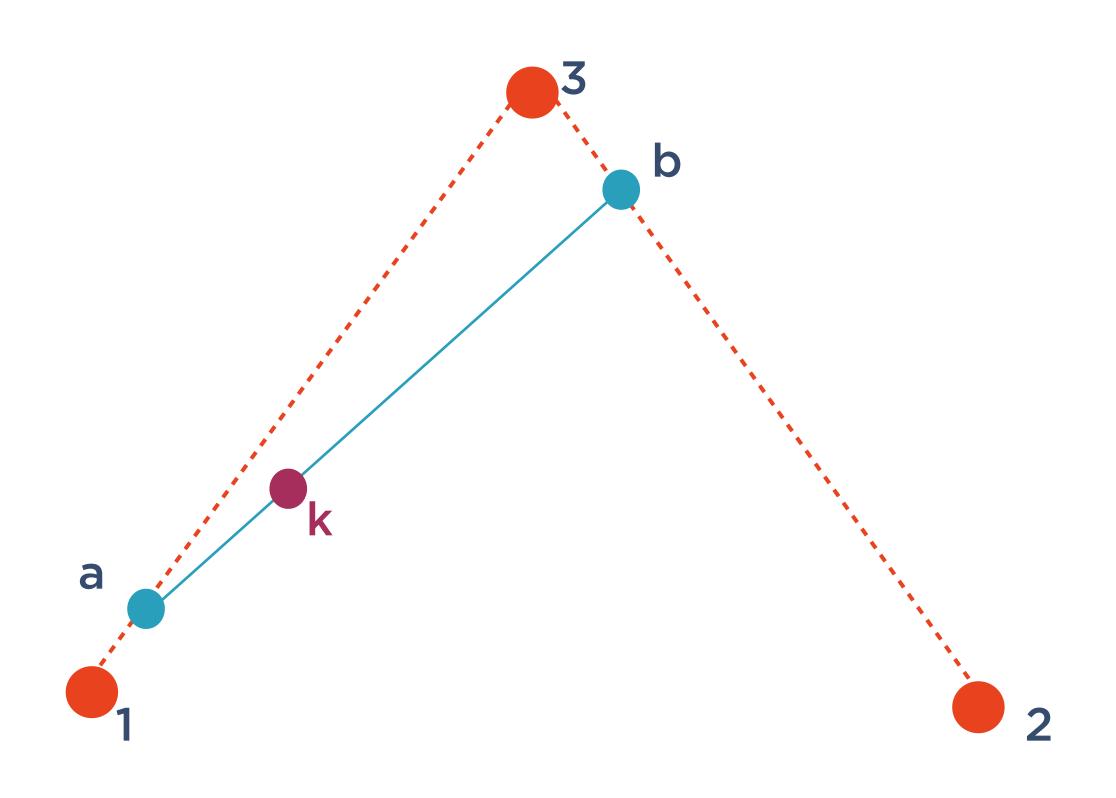
Interpolate along each leg of the polygon



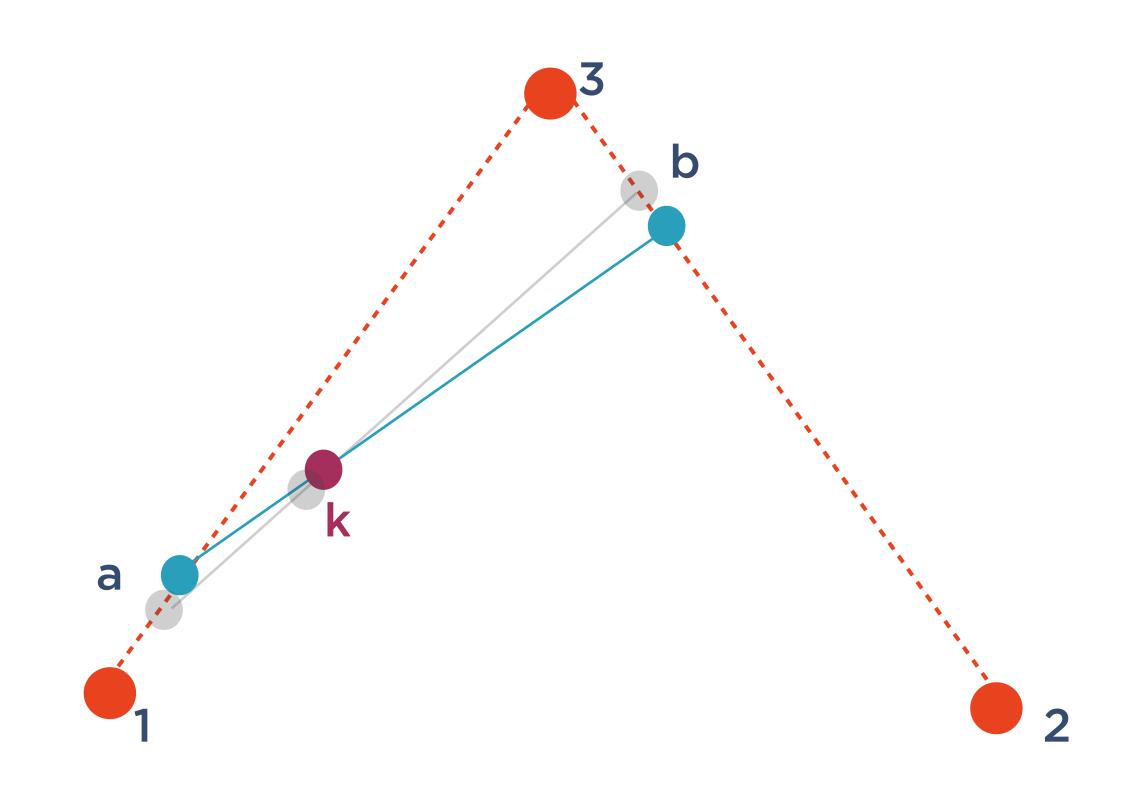
Draw a line between points a and b

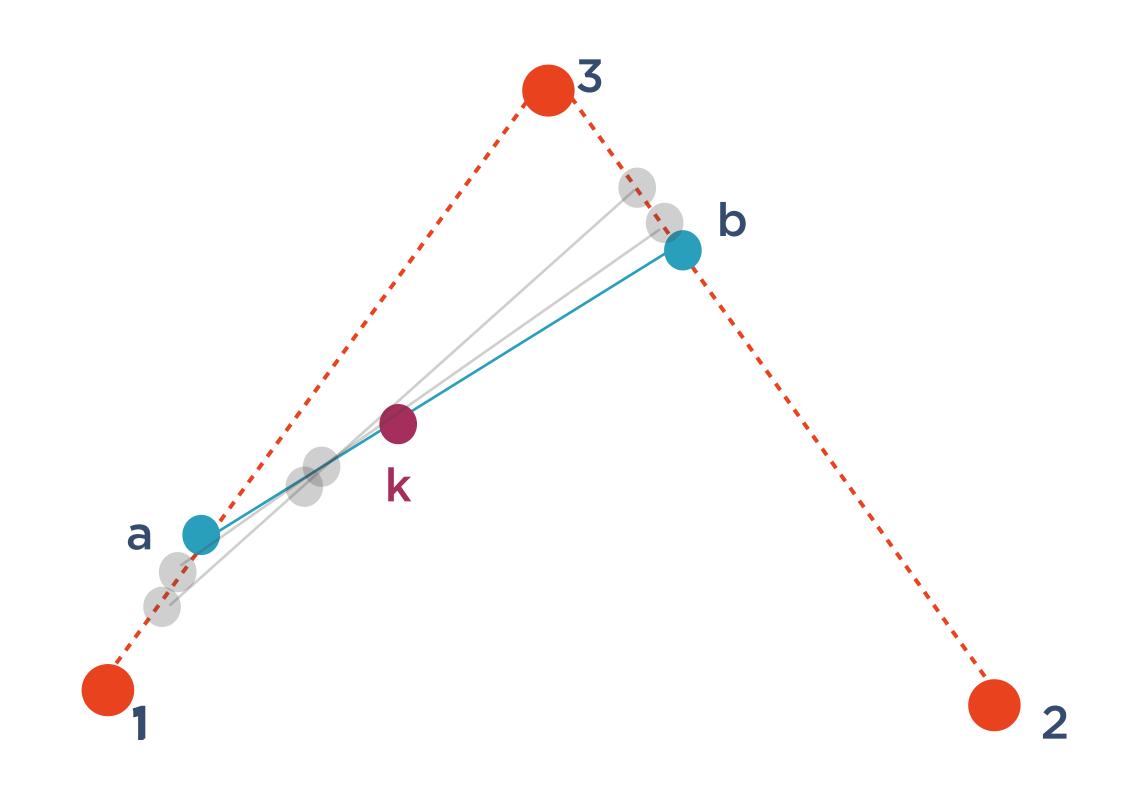


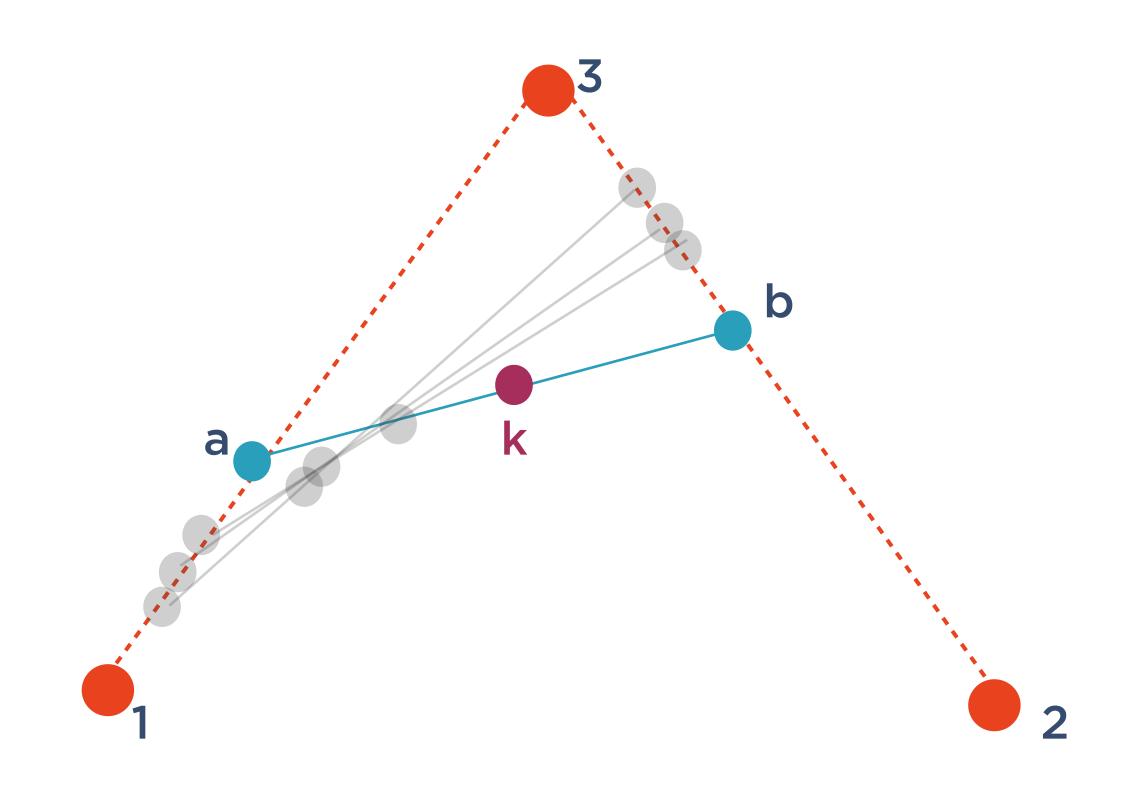
k is the point that will define curve

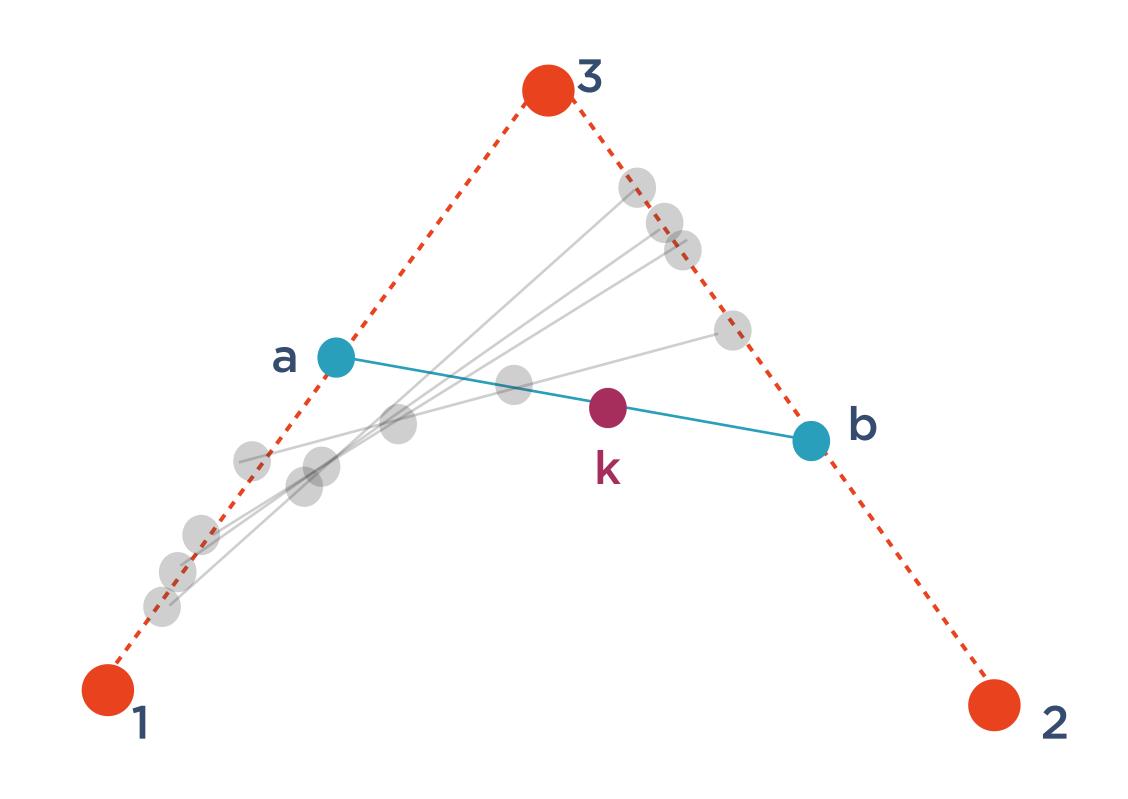


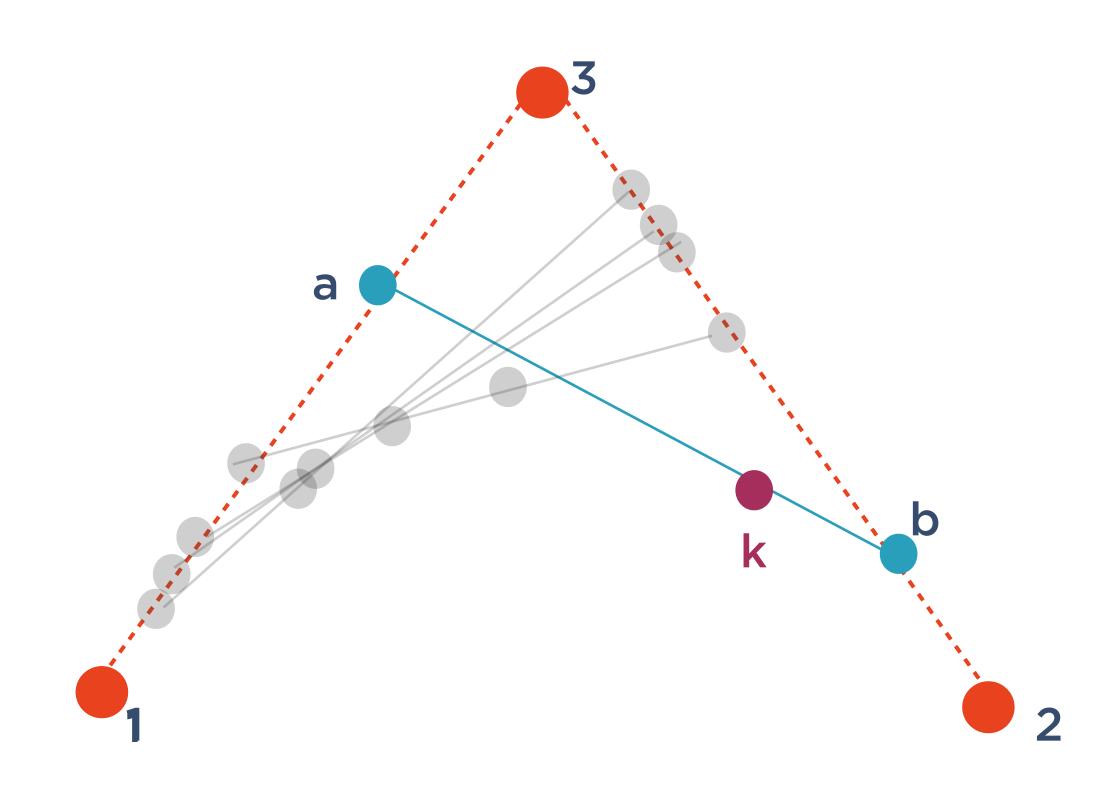
Points a and b will interpolate along the orange line Point k will interpolate along the blue line



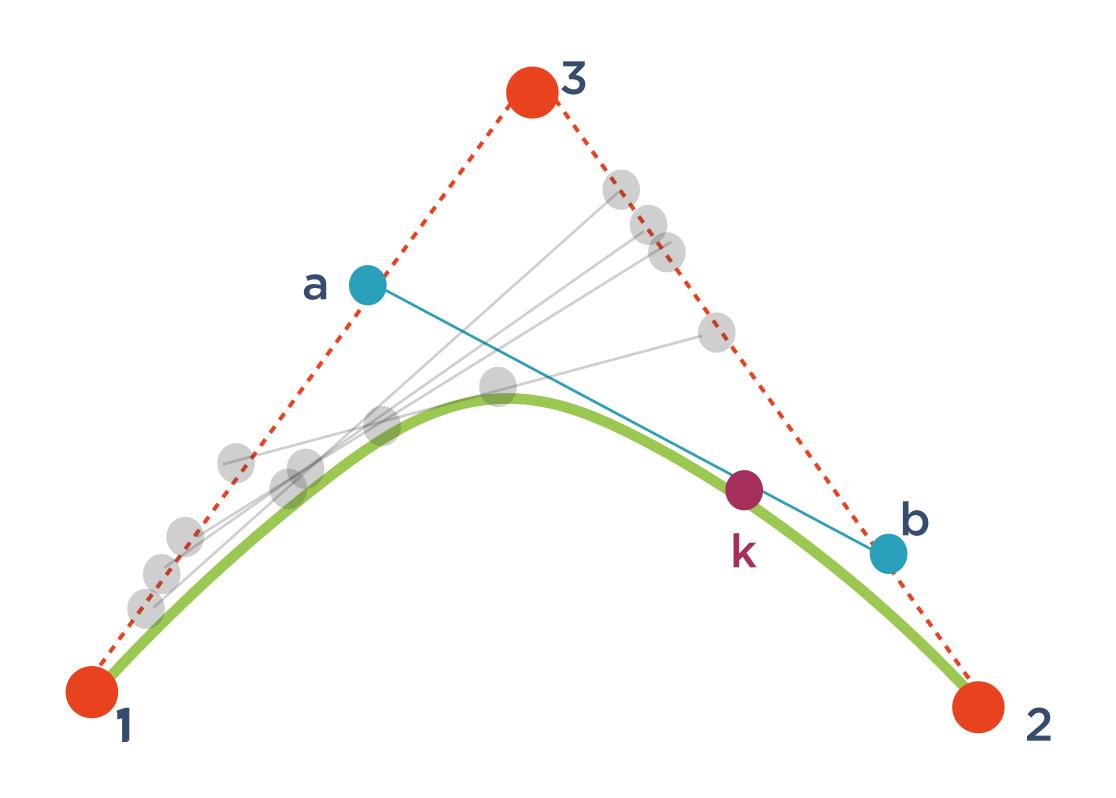




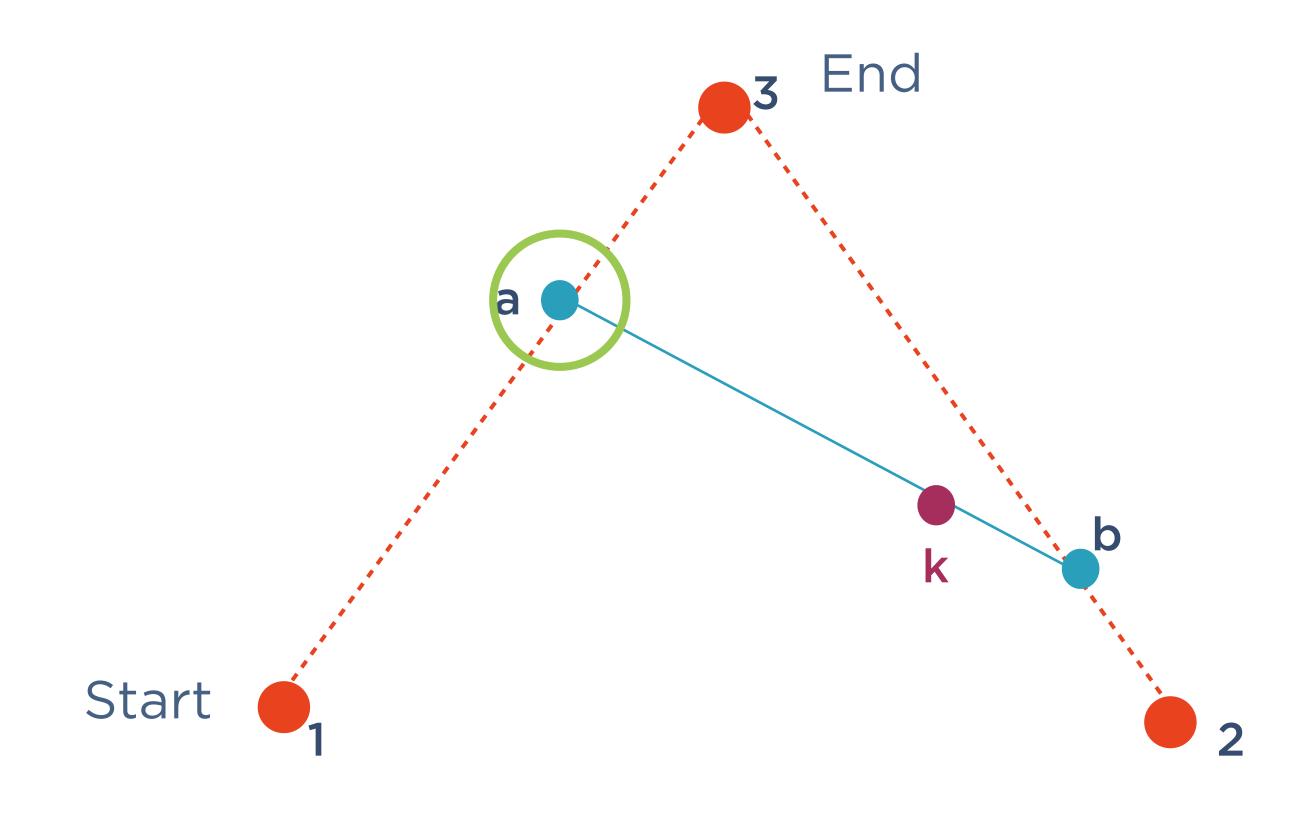


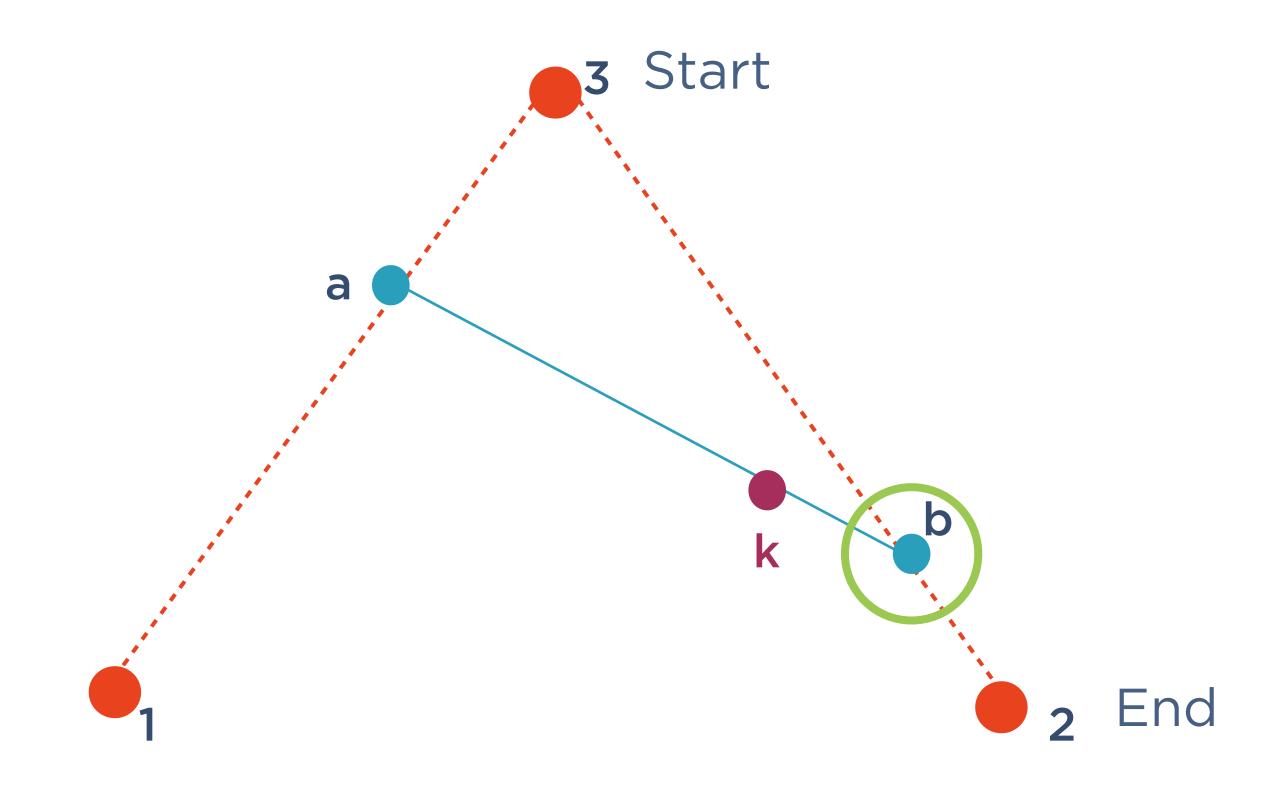


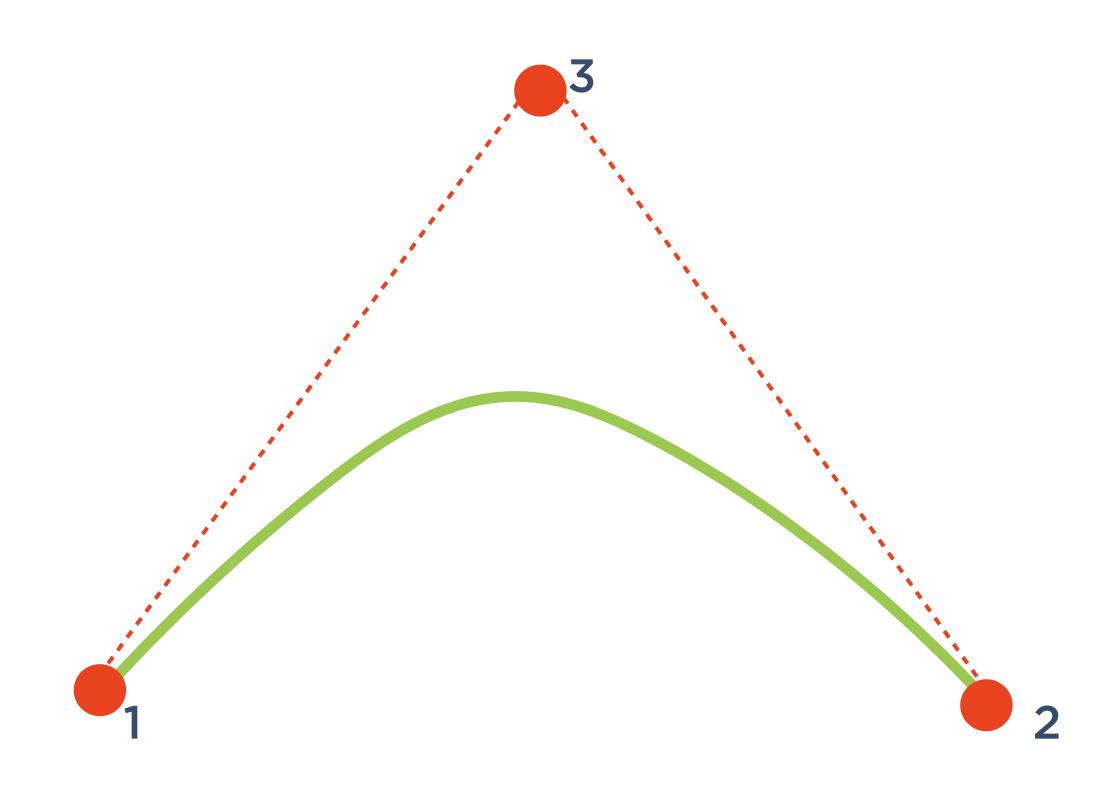
Point k traces out the curve in space



Point k traces out the curve in space







Result is a smooth curve

Use of Bezier Curves



Computer graphics, vector graphics



Modelling, animations, typography



Web development

Curves

Annotations

Scales

Twin axes

Summary

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