

https://github.com/t-o-k/Maxima-bezier/rational_bezier_curves_2d.wmx

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```
(%i1) kill(all)$
```

```
(%i1) load("draw")$
```

```
(%i2) load("bezier")$
```

```
(%i3) tau: 2*%pi$
```

```
(%i4) angle: tau/4/2; /* No. of parts is 4 */
```

```
(angle)  $\frac{\pi}{4}$ 
```

```
(%i5) weights: matrix([ 1, cos(angle), 1 ]);
```

```
(weights)  $\begin{pmatrix} 1 & \frac{1}{\sqrt{2}} & 1 \end{pmatrix}$ 
```

```
(%i6) points1_x: matrix([ 3, 5, 5 ])$
```

```
(%i7) points1_y: matrix([ 2, 2, 4 ])$
```

```
(%i8) points2_x: matrix([ 5, 5, 3 ])$
```

```
(%i9) points2_y: matrix([ 4, 6, 6 ])$
```

```
(%i10) points3_x: matrix([ 3, 1, 1 ])$
```

```
(%i11) points3_y: matrix([ 6, 6, 4 ])$
```

```
(%i12) points4_x: matrix([ 1, 1, 3 ])$
```

```
(%i13) points4_y: matrix([ 4, 2, 2 ])$
```

```
(%i14) define(f1_x(s), rational_bezier_function_1a(points1_x, weights, s));
```

```
(%o14)  $f1_x(s) := \frac{5s^2 + 5\sqrt{2}(1-s)s + 3(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$ 
```

```
(%i15) define(f1_y(s), rational_bezier_function_1a(points1_y, weights, s));
```

$$(\%o15) \quad f1_y(s) := \frac{4s^2 + 2^{3/2}(1-s)s + 2(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i16) define(f2_x(s), rational_bezier_function_1a(points2_x, weights, s));
```

$$(\%o16) \quad f2_x(s) := \frac{3s^2 + 5\sqrt{2}(1-s)s + 5(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i17) define(f2_y(s), rational_bezier_function_1a(points2_y, weights, s));
```

$$(\%o17) \quad f2_y(s) := \frac{6s^2 + 3 \cdot 2^{3/2}(1-s)s + 4(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i18) define(f3_x(s), rational_bezier_function_1a(points3_x, weights, s));
```

$$(\%o18) \quad f3_x(s) := \frac{s^2 + \sqrt{2}(1-s)s + 3(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i19) define(f3_y(s), rational_bezier_function_1a(points3_y, weights, s));
```

$$(\%o19) \quad f3_y(s) := \frac{4s^2 + 3 \cdot 2^{3/2}(1-s)s + 6(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i20) define(f4_x(s), rational_bezier_function_1a(points4_x, weights, s));
```

$$(\%o20) \quad f4_x(s) := \frac{3s^2 + \sqrt{2}(1-s)s + (1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i21) define(f4_y(s), rational_bezier_function_1a(points4_y, weights, s));
```

$$(\%o21) \quad f4_y(s) := \frac{2s^2 + 2^{3/2}(1-s)s + 4(1-s)^2}{s^2 + \sqrt{2}(1-s)s + (1-s)^2}$$

```
(%i22) curve_1: [ parametric, f1_x(s), f1_y(s), [ s, 0, 1 ] ]$ /* fun1 */
```

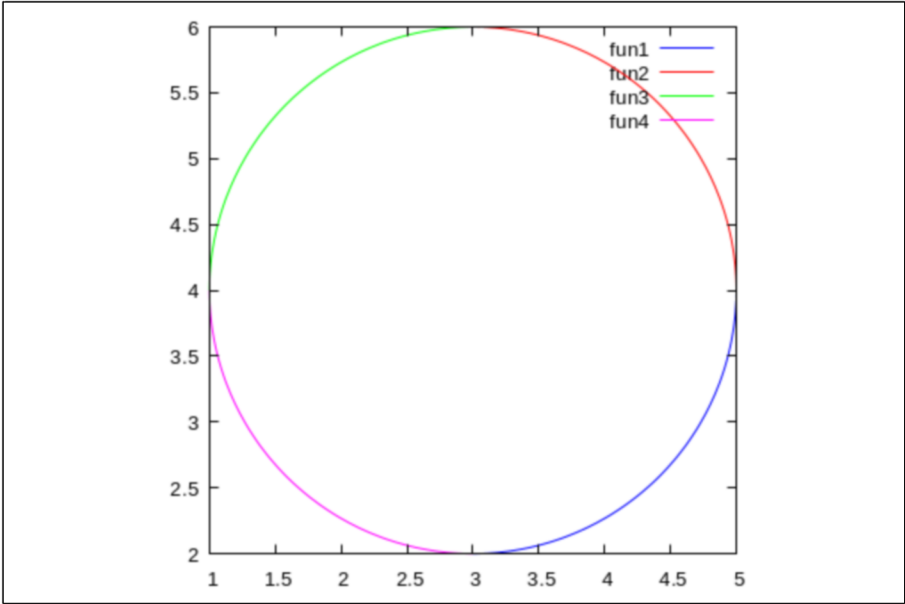
```
(%i23) curve_2: [ parametric, f2_x(s), f2_y(s), [ s, 0, 1 ] ]$ /* fun2 */
```

```
(%i24) curve_3: [ parametric, f3_x(s), f3_y(s), [ s, 0, 1 ] ]$ /* fun3 */
```

```
(%i25) curve_4: [ parametric, f4_x(s), f4_y(s), [ s, 0, 1 ] ]$ /* fun4 */
```

```
(%i26) wxplot2d([ curve_1, curve_2, curve_3, curve_4 ], same_xy);
```

(%t26)



(%o26)