

https://github.com/t-o-k/Maxima-bezier/rational_bezier_surface_3d.wmx

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

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

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

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

```
(%i4) angle: tau/4;
```

```
(angle)  $\frac{\pi}{2}$ 
```

```
(%i5) w: matrix([ 1, cos(angle/2), 1 ]);
```

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

```
(%i6) weights: transpose(w).w;
```

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

The 9 points; <x, y, z> in the control grid:

```
< 0, +Rmaj+Rmin,      0>  <+Rmaj+Rmin, +Rmaj+Rmin,      0>  <+Rmaj+Rmin, 0,      0>
< 0, +Rmaj+Rmin, +Rmin>  <+Rmaj+Rmin, +Rmaj+Rmin, +Rmin>  <+Rmaj+Rmin, 0, +Rmin>
< 0, +Rmaj      , +Rmin>  <+Rmaj      , +Rmaj      , +Rmin>  <+Rmaj      , 0, +Rmin>
```

This will create a surface that is 1/16 of the surface of a torus, or 1/8 of the surface of a sphere if Rmaj is 0.

```
(%i7) points_x:
```

```
matrix(
  [ 0, +Rmaj+Rmin, +Rmaj+Rmin ],
  [ 0, +Rmaj+Rmin, +Rmaj+Rmin ],
  [ 0, +Rmaj      , +Rmaj      ]
)
```

```
(points_x)  $\begin{pmatrix} 0 & Rmin + Rmaj & Rmin + Rmaj \\ 0 & Rmin + Rmaj & Rmin + Rmaj \\ 0 & Rmaj & Rmaj \end{pmatrix}$ 
```

```
(%i8) points_y:
```

```
matrix(
  [ +Rmaj+Rmin, +Rmaj+Rmin, 0 ],
  [ +Rmaj+Rmin, +Rmaj+Rmin, 0 ],
  [ +Rmaj      , +Rmaj      , 0 ]
)
```

```
(points_y)  $\begin{pmatrix} Rmin + Rmaj & Rmin + Rmaj & 0 \\ Rmin + Rmaj & Rmin + Rmaj & 0 \\ Rmaj & Rmaj & 0 \end{pmatrix}$ 
```

```
(%i9) points_z:
      matrix(
        [ 0, 0, 0 ],
        [ +Rmin, +Rmin, +Rmin ],
        [ +Rmin, +Rmin, +Rmin ]
      )
;
(points_z) 
$$\begin{pmatrix} 0 & 0 & 0 \\ Rmin & Rmin & Rmin \\ Rmin & Rmin & Rmin \end{pmatrix}$$

```

```
(%i10) define(f_x(u, v), rational_bezier_function_2a(points_x, weights, u, v));
```

```
(%o10) 
$$f_x(u, v) := \frac{(Rmaj u^2 v^2 + \sqrt{2} Rmaj (1-u) u v^2 + \sqrt{2} (Rmin + Rmaj) u^2 (1-v) v + 2 (Rmin + Rmaj) (1-u) u (1-v) v + (Rmin + Rmaj) u^2 (1-v)^2 + \sqrt{2} (Rmin + Rmaj) (1-u) u (1-v)^2)}{(u^2 v^2 + \sqrt{2} (1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}$$

```

```
(%i11) define(f_y(u, v), rational_bezier_function_2a(points_y, weights, u, v));
```

```
(%o11) 
$$f_y(u, v) := \frac{(\sqrt{2} Rmaj (1-u) u v^2 + Rmaj (1-u)^2 v^2 + 2 (Rmin + Rmaj) (1-u) u (1-v) v + \sqrt{2} (Rmin + Rmaj) (1-u)^2 (1-v) v + \sqrt{2} (Rmin + Rmaj) (1-u) u (1-v)^2 + (Rmin + Rmaj) (1-u)^2 (1-v)^2)}{(u^2 v^2 + \sqrt{2} (1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}$$

```

```
(%i12) define(f_z(u, v), rational_bezier_function_2a(points_z, weights, u, v));
```

```
(%o12) 
$$f_z(u, v) := \frac{(Rmin u^2 v^2 + \sqrt{2} Rmin (1-u) u v^2 + Rmin (1-u)^2 v^2 + \sqrt{2} Rmin u^2 (1-v) v + 2 Rmin (1-u) u (1-v) v + \sqrt{2} Rmin (1-u)^2 (1-v) v)}{(u^2 v^2 + \sqrt{2} (1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}$$

```

```
(%i14) Rmaj: 0$
      Rmin: 1$
```

```
(%i15) f_x(u, v);
```

```
(%o15) 
$$\frac{(\sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2)}{(u^2 v^2 + \sqrt{2} (1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}$$

```

```
(%i16) f_y(u, v);
```

```
(%o16) 
$$\frac{(2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}{(1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}$$

```

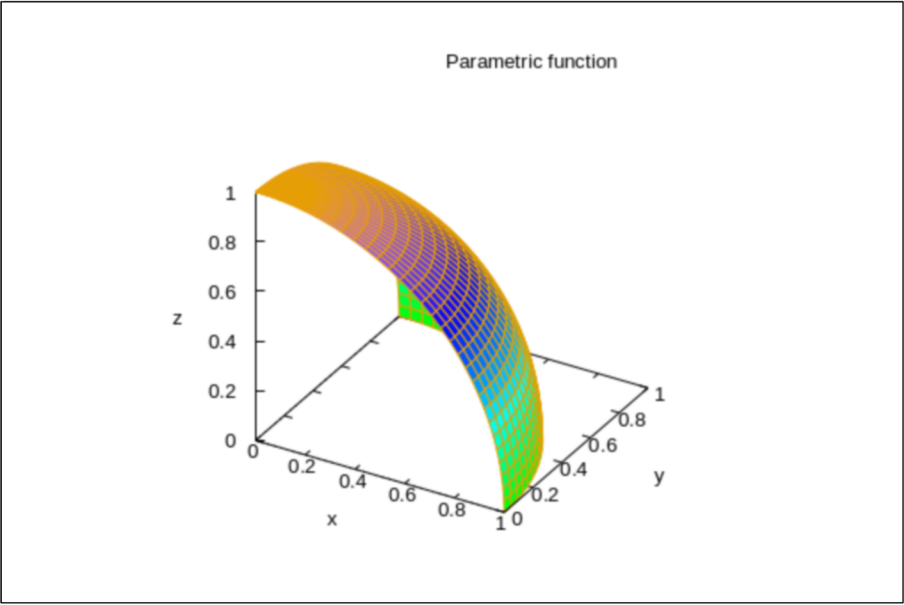
```
(%i17) f_z(u, v);
```

```
(%o17) 
$$\frac{(u^2 v^2 + \sqrt{2} (1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v)}{(u^2 v^2 + \sqrt{2} (1-u) u v^2 + (1-u)^2 v^2 + \sqrt{2} u^2 (1-v) v + 2 (1-u) u (1-v) v + \sqrt{2} (1-u)^2 (1-v) v + u^2 (1-v)^2 + \sqrt{2} (1-u) u (1-v)^2 + (1-u)^2 (1-v)^2)}$$

```

```
(%i18) wxplot3d(
  [ f_x(u, v), f_y(u, v), f_z(u, v) ],
  [ u, 0, 1 ],
  [ v, 0, 1 ],
  same_xyz
);
```

(%t18)

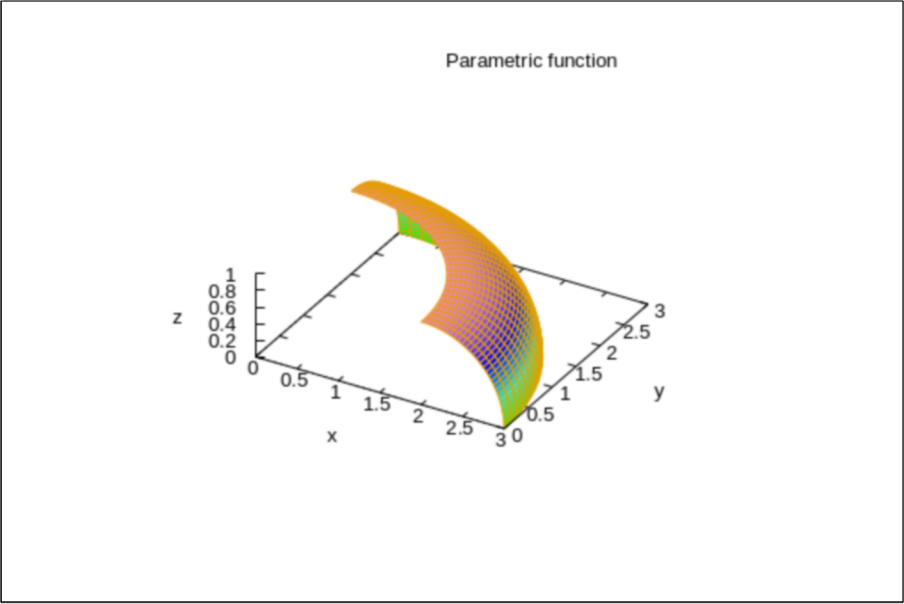


(%o18)

```
(%i20) Rmaj: 2$
Rmin: 1$
```

```
(%i21) wxplot3d(
  [ f_x(u, v), f_y(u, v), f_z(u, v) ],
  [ u, 0, 1 ],
  [ v, 0, 1 ],
  same_xyz
);
```

(%t21)



(%o21)