

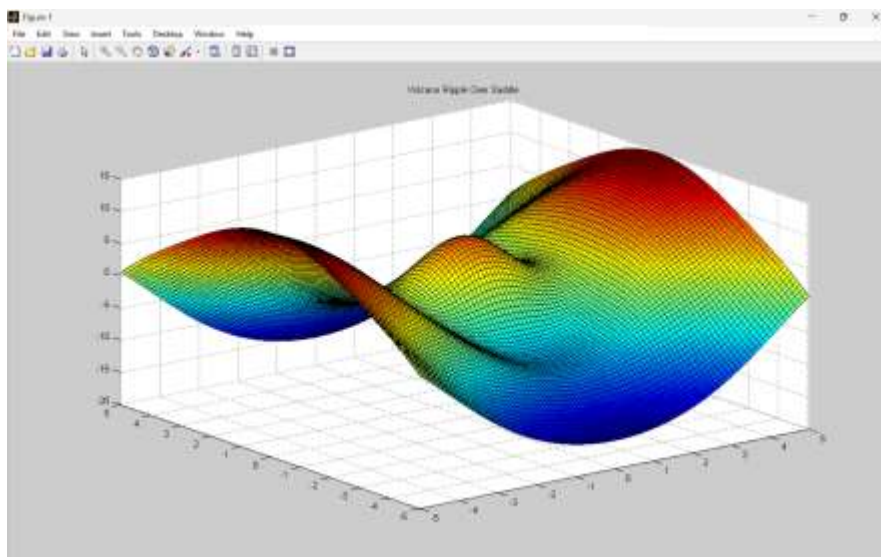
Tugas 4 Komputasi Matematika

Nama : Pramudya Riandanu

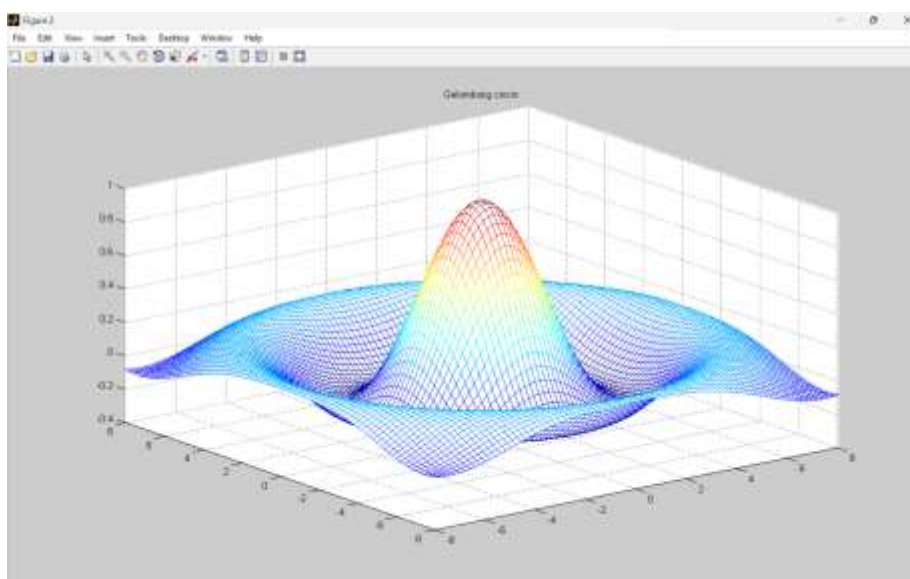
NIM : 662023001

Grafik 3D

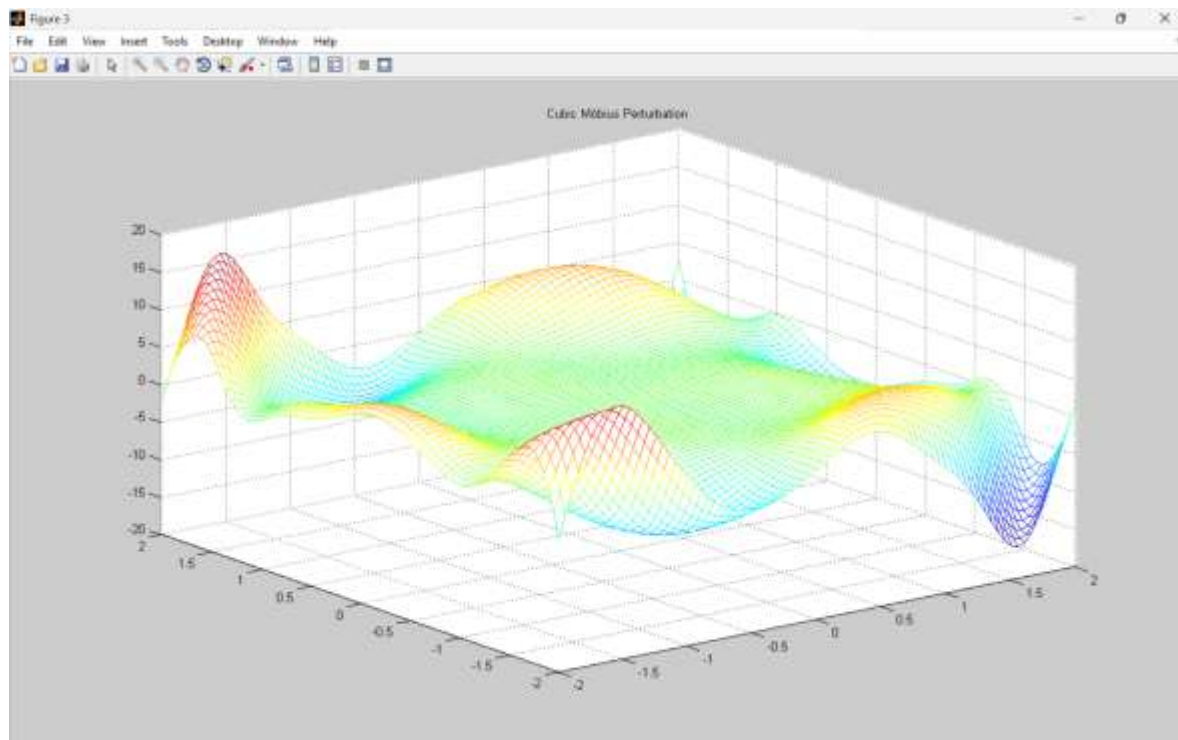
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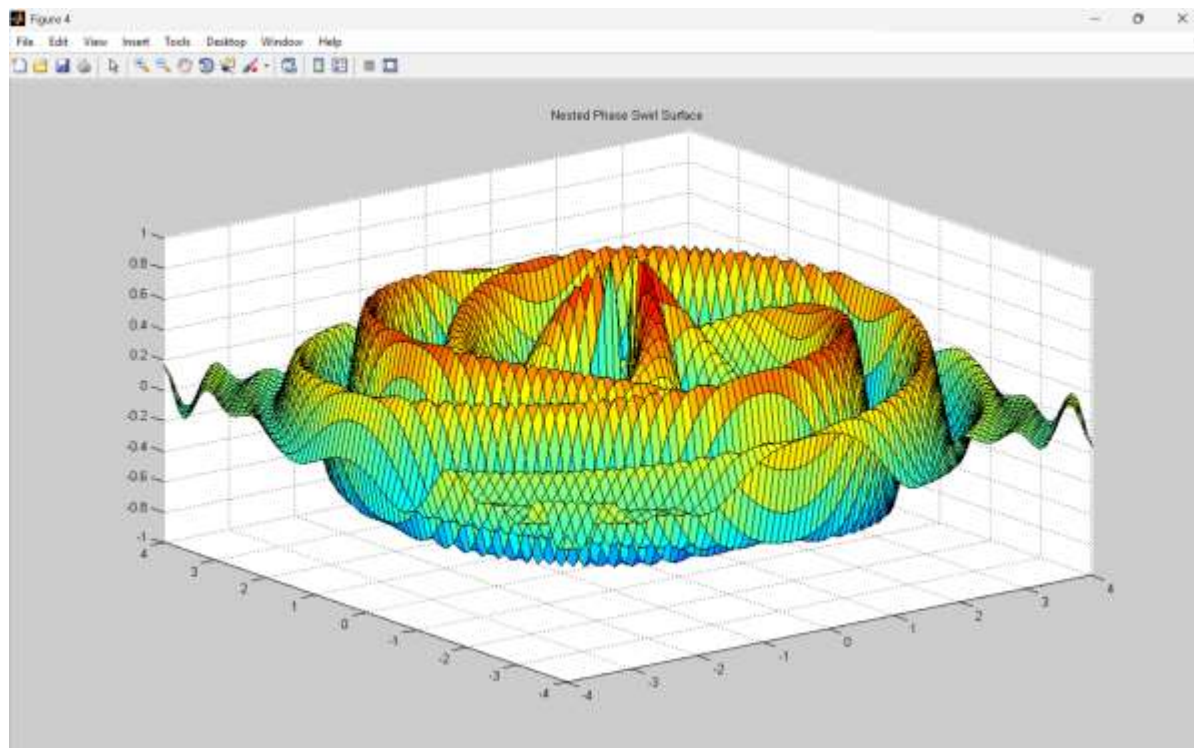
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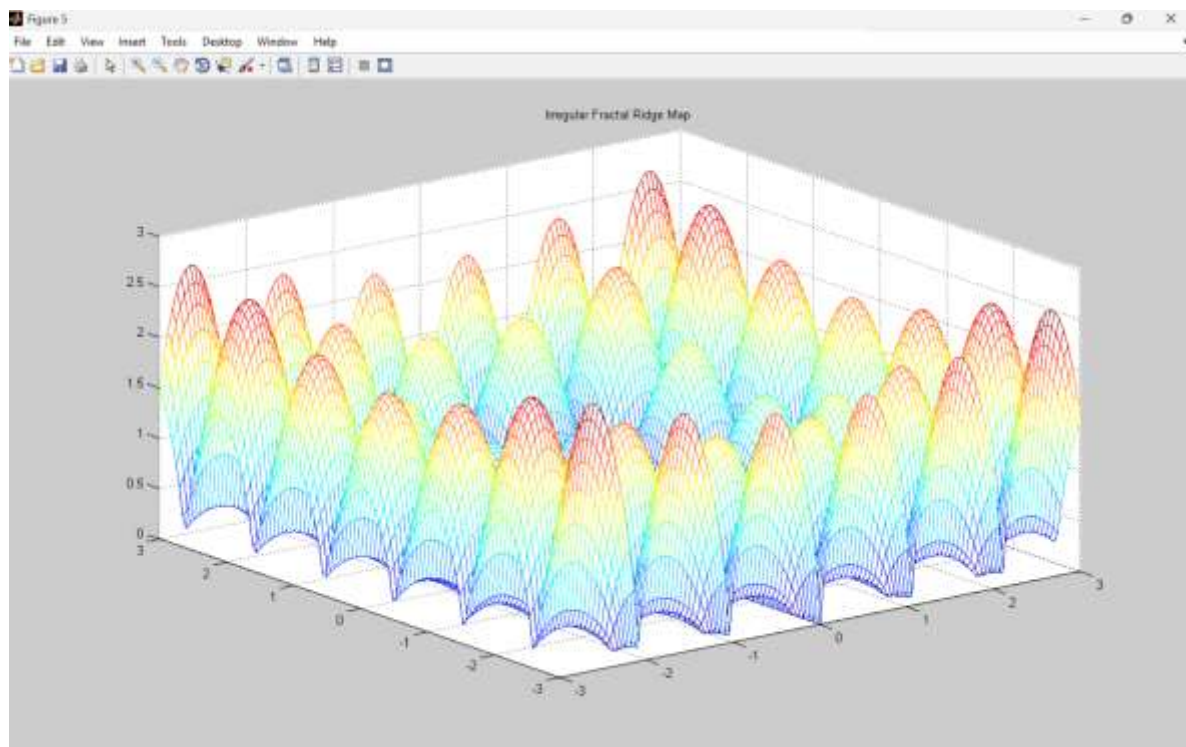
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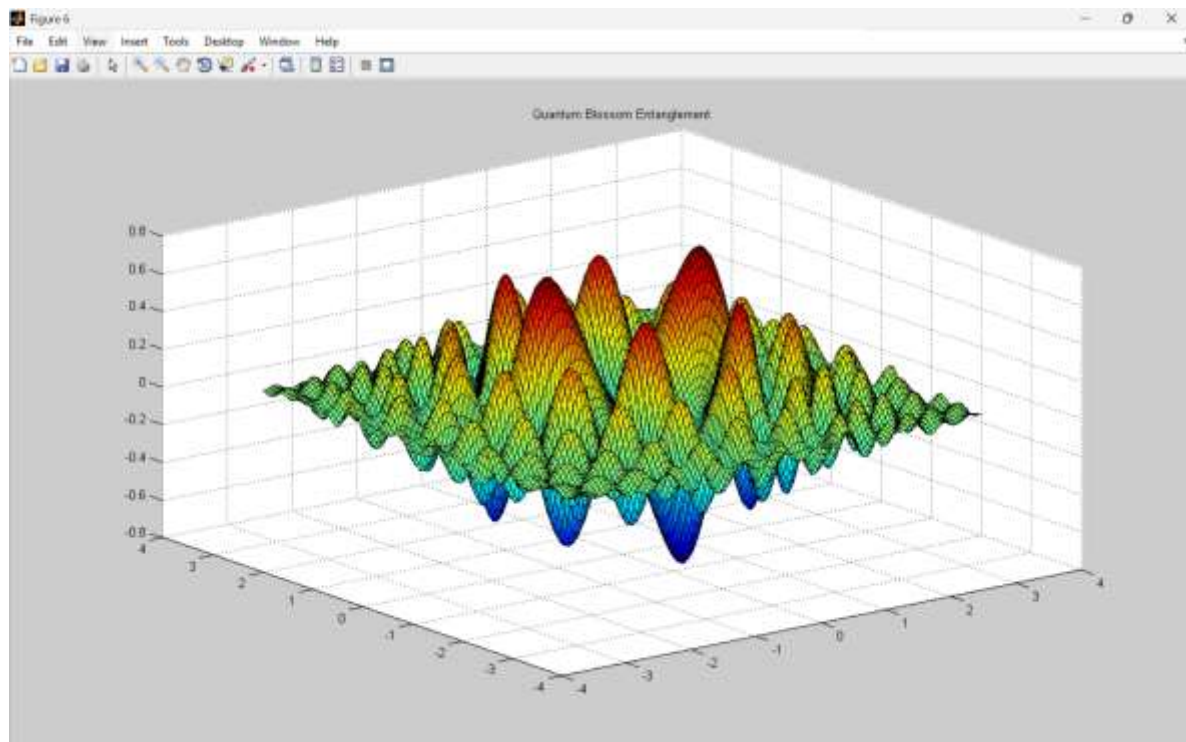
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5



6

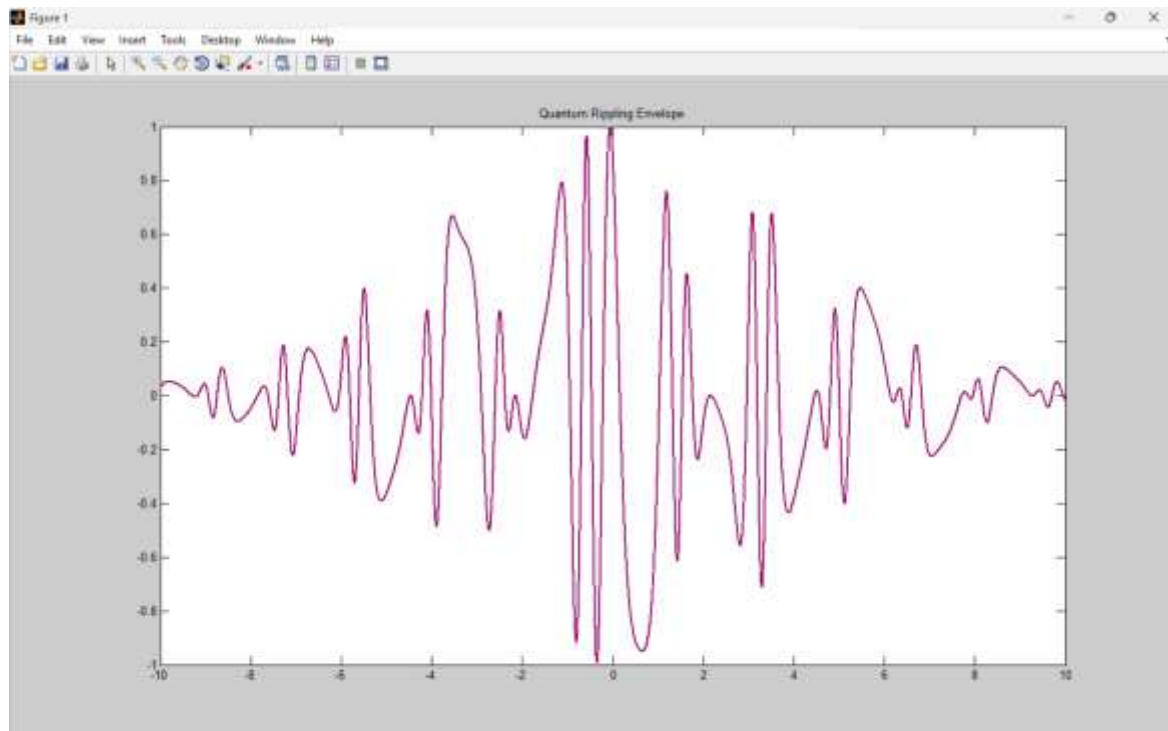


Kodingan Grafik 3D:

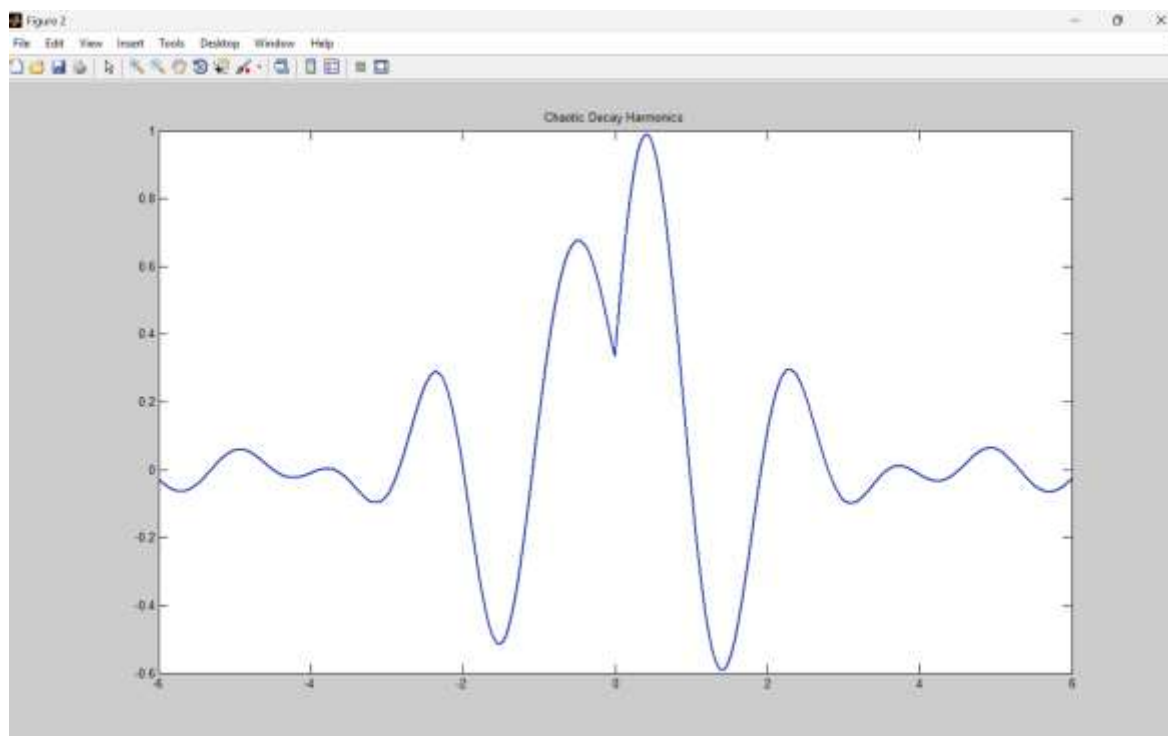
```
10
11 % Grafik 3D
12
13 % 1 Volcano Ripple Over Saddle
14 - x = -5:0.1:5;
15 - y = -5:0.1:5;
16 - [X,Y] = meshgrid(x,y);
17 - R = sqrt(X.^2 + Y.^2) + eps;
18 - Z = (X.^2 - Y.^2).*exp(-0.1*R) + 4*sin(2*R)./R;
19 - figure(1)
20 - surf(X,Y,Z)
21 - title('Volcano Ripple Over Saddle')
22
23 % 2 Gelombang Cincin
24 - x = -5:0.2:8;
25 - y = -8:0.2:8;
26 - [X,Y] = meshgrid(x,y);
27 - R = sqrt(X.^2 + Y.^2) + eps;
28 - Z = sin(R)./R;
29 - figure(2)
30 - mesh(X,Y,Z)
31 - title('Gelombang cincin')
32
33 % 3 Cubic Möbius Perturbation
34 - x = -2:0.05:2;
35 - y = -2:0.05:2;
36 - [X,Y] = meshgrid(x,y);
37 - Z = (X.^3 - 3*X.*Y.^2) .* cos(X.^2 + Y.^2) + sin(X.*Y.^2 - Y.*X.^2);
38 - figure(3)
39 - mesh(X,Y,Z)
40 - title('Cubic Möbius Perturbation')
41
42
43 % 4 Nested Phase Swirl Surface
44 - x = -4:0.1:4;
45 - y = -4:0.1:4;
46 - [X,Y] = meshgrid(x,y);
47 - theta = atan2(Y,X);
48 - R = sqrt(X.^2 + Y.^2);
49 - Z = sin(3*theta + R.^2).*cos(R).*exp(-0.05*R.^2);
50 - figure(4)
51 - surf(X,Y,Z)
52 - title('Nested Phase Swirl Surface')
53
54 % 5 Irregular Fractal Ridge Map
55 - x = -3:0.05:3;
56 - y = -3:0.05:3;
57 - [X,Y] = meshgrid(x,y);
58 - Z = (abs(sin(3*X).*cos(3*Y))).^0.7 .* log(1 + X.^2 + Y.^2);
59 - figure(5)
60 - mesh(X,Y,Z)
61 - title('Irregular Fractal Ridge Map')
62
63 % 6 Quantum Blossom Entanglemen
64 - x = -pi:0.05:pi;
65 - y = -pi:0.05:pi;
66 - [X,Y] = meshgrid(x,y);
67 - Z = cos(3*X.*Y) .* sin(X.^2 - Y.^2) .* exp(-0.2*(X.^2 + Y.^2));
68 - figure(6)
69 - surf(X,Y,Z)
70 - title('Quantum Blossom Entanglement')
71
72
```

Grafik 2D

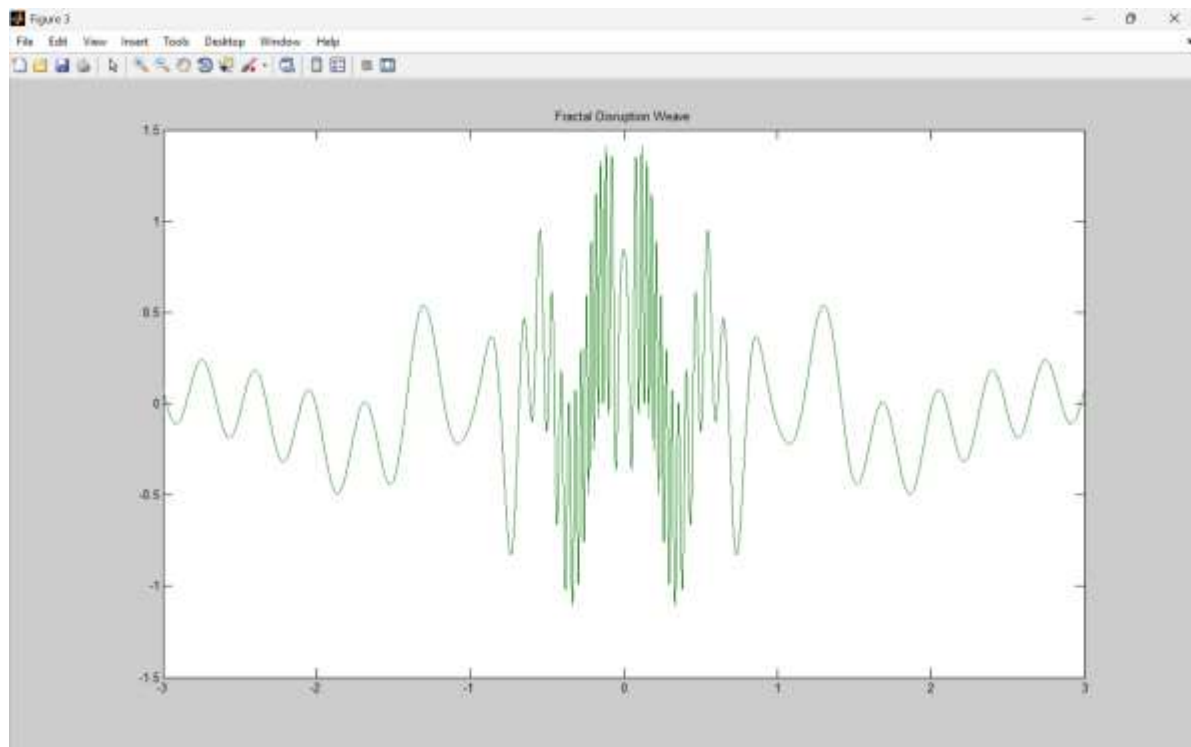
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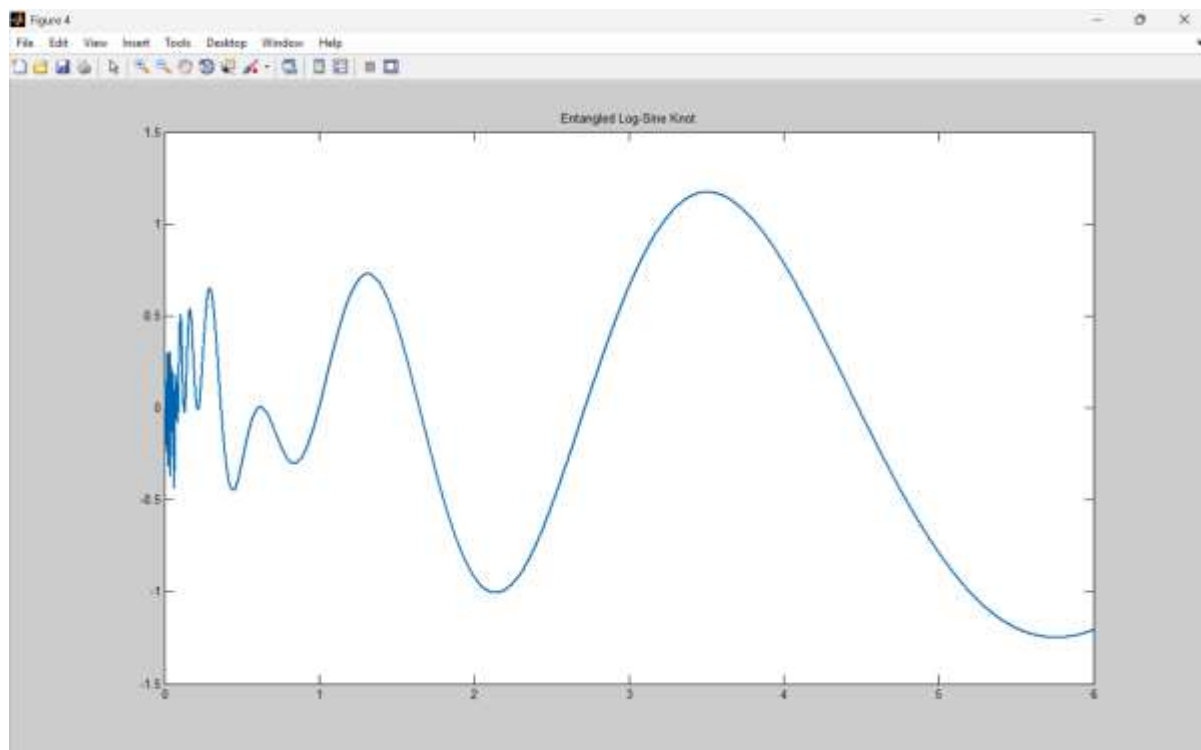
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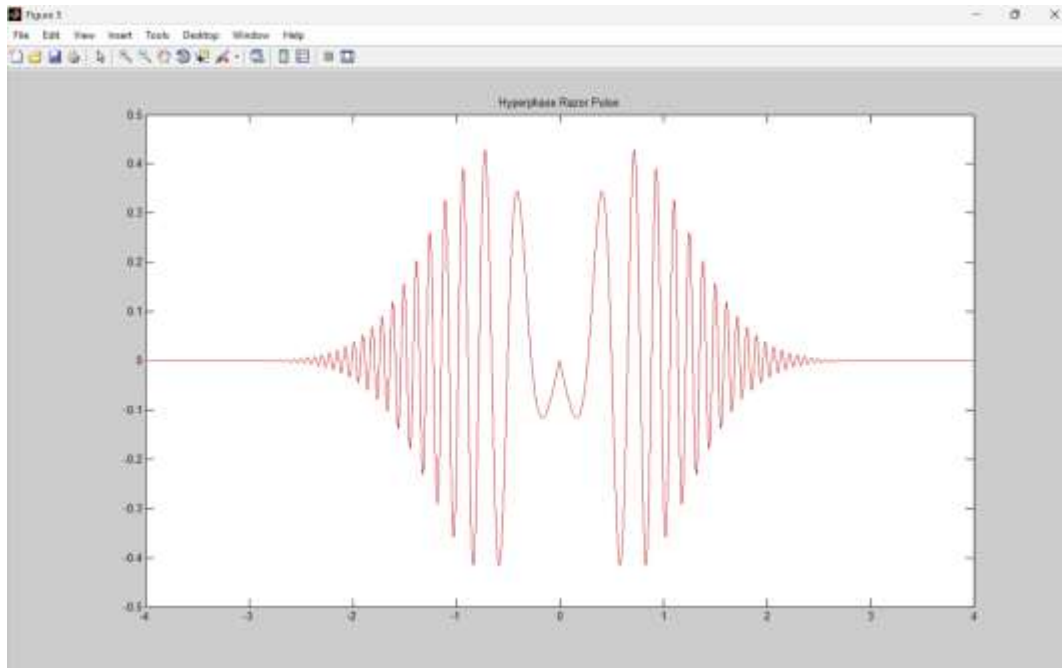


3



4





Kodingan grafik 2D :

```

73 % Grafik 2D
74
75 % 1 Quantum Rippling Envelope
76 x = linspace(-10, 10, 10000);
77 x_abs = abs(x); % jaga hasil tetap real
78 env = exp(-0.03*x.^2);
79 osc = sin(8*x + 2*cos(3*x_abs.^1.1)) .* cos(0.5*x_abs.^1.5);
80 y = env .* osc;
81 figure(1)
82 plot(x, y, 'Color', [0.6 0 0.4], 'LineWidth', 1.8)
83 title('Quantum Rippling Envelope')
84
85 % 2 Chaotic Decay Harmonics
86 x = linspace(-6, 6, 8000);
87 x_abs = abs(x); % pastikan hasil selalu real
88 y = sin(3*x_abs.^1.1).*cos(log(x_abs + 1)).*exp(-0.05*x.^2) + ...
89     0.4*sin(4*x + cos(x)).*exp(-x_abs);
90 figure(2)
91 plot(x, y, 'Color', [0.1 0.2 0.7], 'LineWidth', 1.6)
92 title('Chaotic Decay Harmonics')
93
94 % 3 Fractal Disruption Weave
95 x = linspace(-3, 3, 6000);
96 y = (sin(15*abs(x).^1.1) + cos(10./(x.^2+0.1))).*exp(-abs(x).^0.5);
97 figure(3)
98 plot(x, y, 'Color', [0.1 0.5 0.1], 'LineWidth', 1.4)
99 title('Fractal Disruption Weave')
100

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```

100
101 % 4 Entangled Log-Sine Knot
102 - x = linspace(0.01, 6, 10000);
103 - y = sin(2*pi*log(x)) .* cos(1./x) .* x.^0.3 .* exp(-0.05*x);
104 - figure(4)
105 - plot(x, y, 'Color', [0 0.4 0.7], 'LineWidth', 1.5)
106 - title('Entangled Log-Sine Knot')
107
108 % 5 Hyperphase Razor Pulse
109 - x = linspace(-4, 4, 5000);
110 - y = abs(x).*exp(-x.^2) .* sin(20*x.^2 + 5*cos(x));
111 - figure(5)
112 - plot(x, y, 'Color', [0.8 0.1 0.1], 'LineWidth', 1.3)
113 - title('Hyperphase Razor Pulse')
114
115
116

```