```
cornersx = [0 1 0.5 2.5 2 3];
cornersy = [0 0 1 1 0 0];
cornersz = [0 1 0 0 -1 0];
bendradii = 0.4*[1 1 1 1];
bendpoints = 200;

PipeRadius = 0.15;
TurnsPerMeter = 3;
Overlap = 0.1;
Resolution = 0.02;
PlotAngle = pi/3;
normvec = [0; 0; 1];
```