



Department of Mathematics  
**Assignment 1 - Bézier curves**  
Numerical methods 1MA930 2024

**Examiner:** Andreas Petersson

2024-04-12

- The hand-in deadline is **23.59 on January 28**.
- You are allowed to work in groups of 1 to 4 people. Recommended group size is 2 to 3.
- Write a short but descriptive report on Tasks 5-10 below and hand in **as a single pdf-file**.
- Explain your solution and any struggle you had. Include all relevant code and figures.
- **Do not plagiarize other groups or use large language models** - this is considered cheating and may be reported.

We start with some preparatory work. You **do not** need to include this in your report:

**Task 1.** Get an idea about what an spline is by skimming through Section 3.4, p. 166-168.

**Task 2.** Learn what a Bézier curve is by reading Section 3.5 (p. 179-181).

**Task 3.** Read the code "bezierdraw.m" and test it in Matlab (page 181 or the course Moodle page). Make sure you understand each line by consulting the documentation in MATLAB if necessary.

**Task 4.** Learn how to draw Bézier curves in PDF files by reading *Reality Check 3* on pages 183 to 187.

After you have accomplished the above, do the following tasks. Your solution to these should be included in the report.

**Task 5.** Solve exercise 3.5: 2(c) and explain how you obtained your solution.

**Task 6.** Do Activity 1 in *Reality Check 3*. Save the figure from MATLAB and include it in your report.

**Task 7.** Do Activity 2 in *Reality Check 3*. The 21-piece Beziér curve defining the letter *f* can be found on the course Moodle page. Include the resulting figure in your report.

**Task 8.** Do Activity 3 in *Reality Check 3*. The file *sample.pdf* can be found on the course Moodle page. Include the figure in your report.

**Task 9.** Do Activity 4 in *Reality Check 3*. Explain what choice you made and how you implemented it.

**Task 10.** Do Activity 6 in *Reality Check 3*. In your report, include both your sketch (scanned/photographed as needed) as well as your final figure created using the technique above. Note: graph paper = "rutat papper".