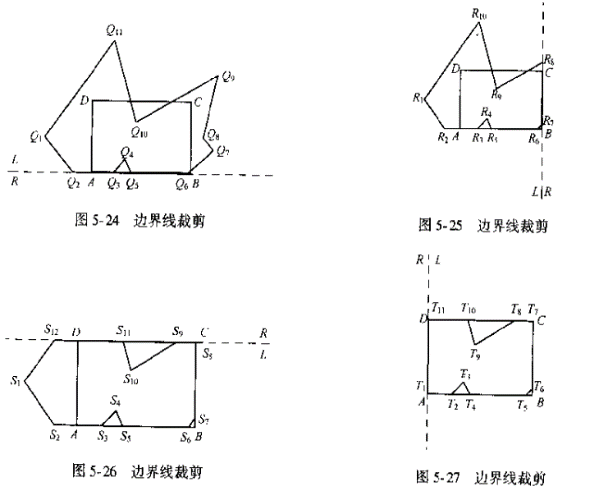
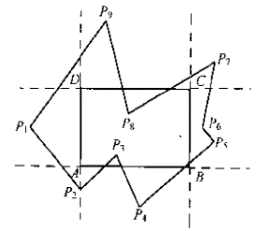
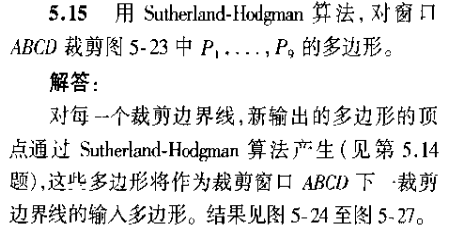
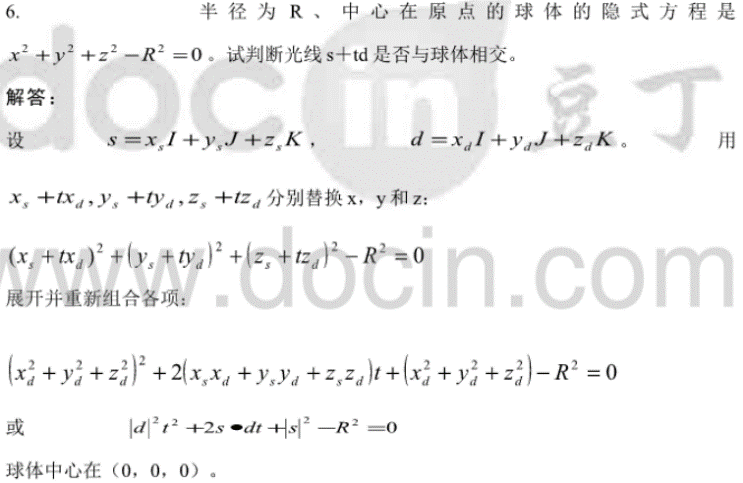
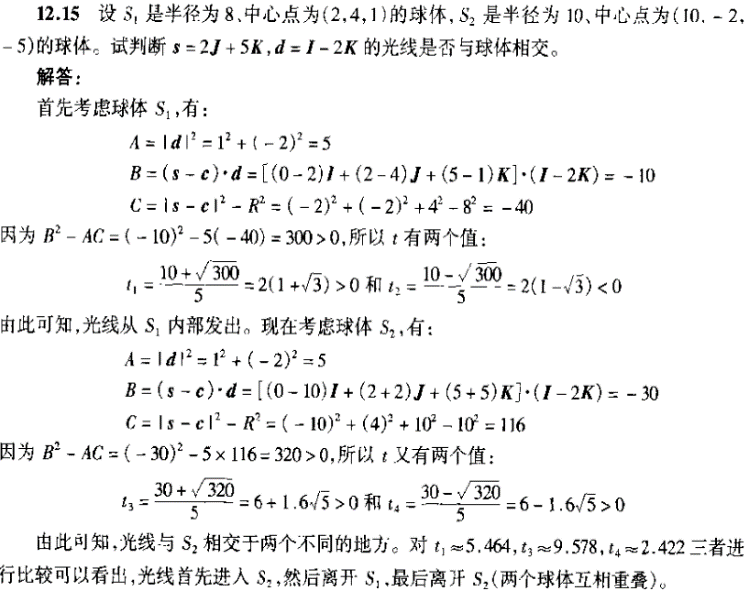
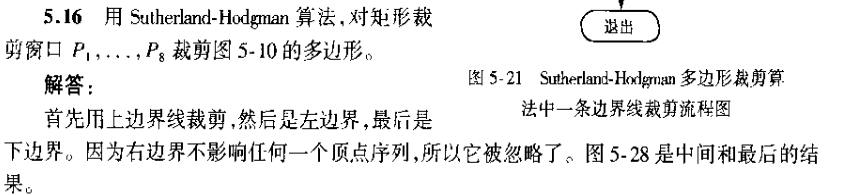
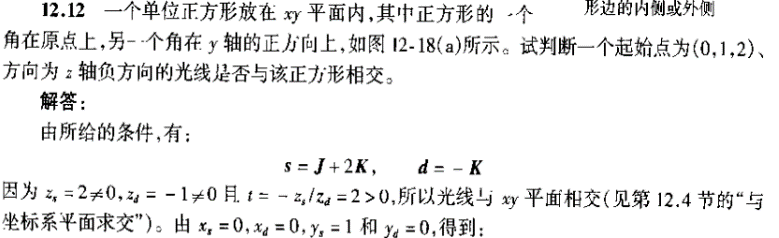
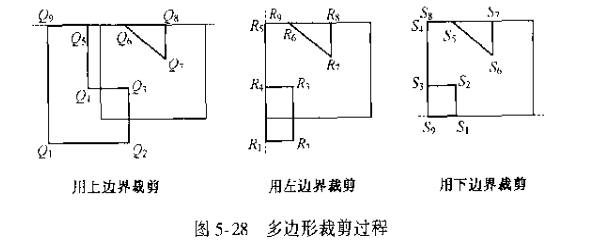
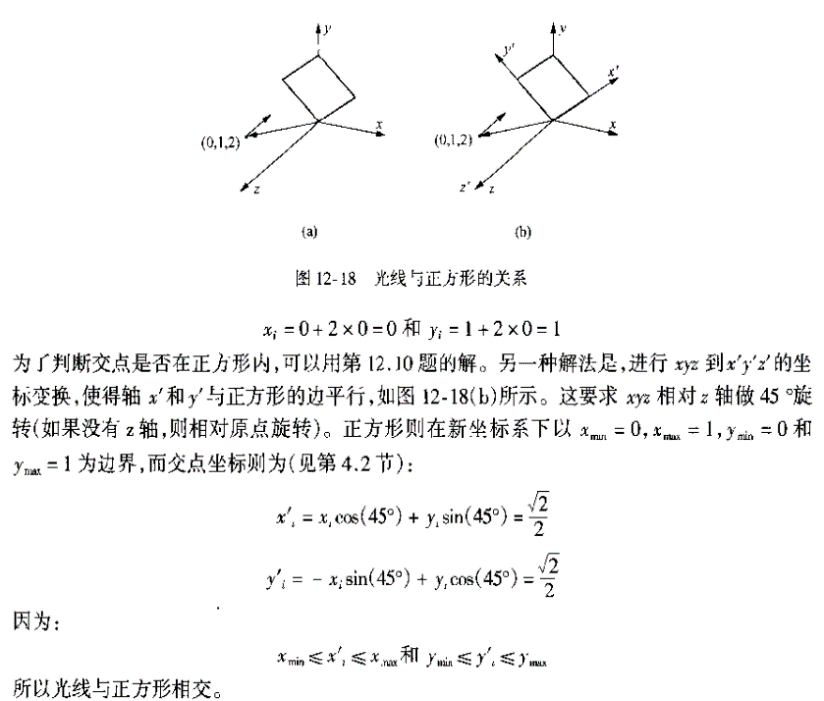
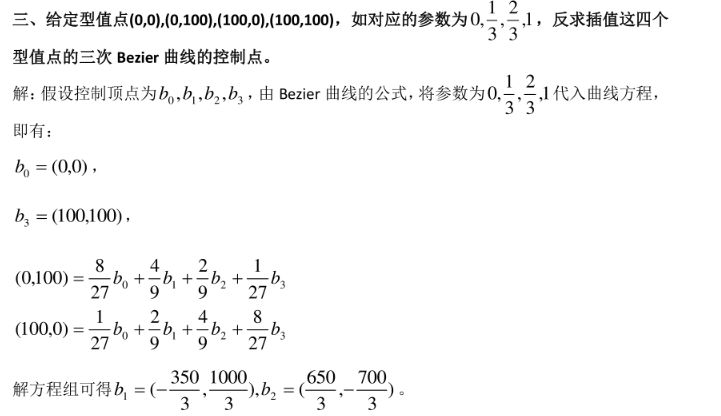
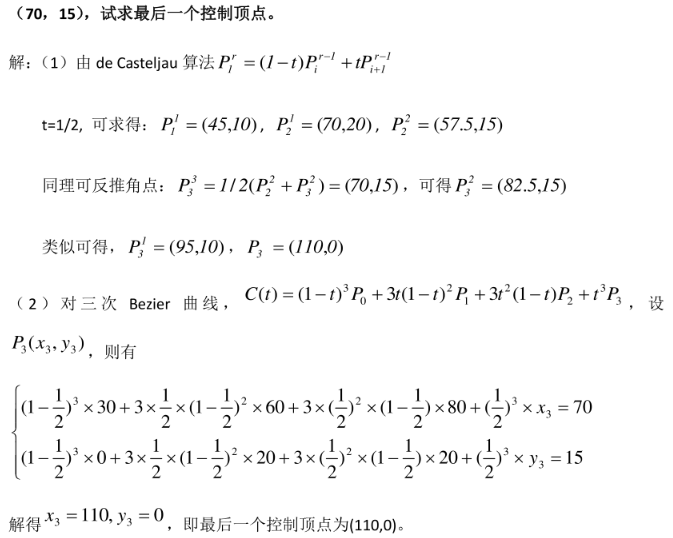
**判断，填空，选择，简答，计算 消隐，变换，画线，投影，裁剪，光线求交，Bezier曲线**

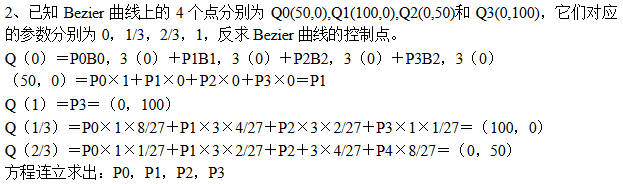
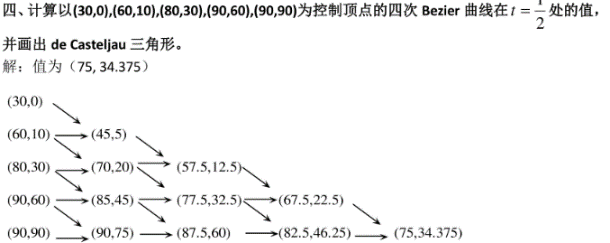


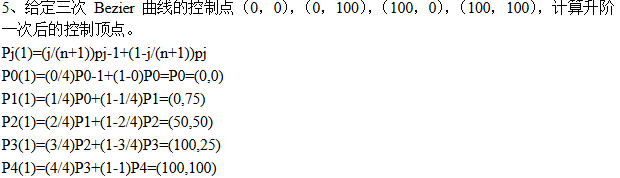


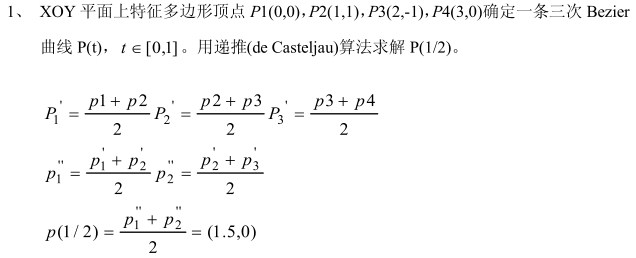










插值得到的函数严格经过所给定的数据点；逼近是在某种意义上的最佳近似；一次Bezier曲线其实就是连接起点到终点的折线段。



