* 1. **Design of region *D3***
     1. **Introduction to Bézier Curves**

Bézier Curves are a type of interpolation method intended to approximate a real-world shape that otherwise has no mathematical representation. The general equation of a Bezier curve of order n is

Where are the control points**.** The curves are expected to be rather wavy when designing the pattern using Bezier curves. It can be achieved by using a high-order Bezier curve, but there are problems. First, when there are many control points, it is hard to imagine the shape of the curve. Secondly, one cannot modify only a certain part of the curve, because if one control point is moved, the whole curve will change. In addition, applying a higher-order curve can cause a problem of oscillation at the edges of an interval. It is called **Runge's phenomenon**. A viable solution is a composite Bezier curve, namely composing a curve of multiple shorter Bezier curves. To do that, the smoothness of their joints must be guaranteed. The derivative of Eq. 1 is

(for the full derivation, see Appendix 2) Put and , the conclusion can be obtained that: the tangent vector at the start point is and at the terminal point is . Thus, to ensure that the two curves have continuity at the junction is to put the four control points near the junction collinearly, namely

* + 1. **Design based on Bézier Curves**

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| Figure 1. D3 | Figure 2. Continuous Joints between B1 and B2 | Figure 3 Continuous Joints between B7 and B8 | Region D3 is enclosed by 8 Bezier curves with control points *.* The curves are connected end to end and form a enclosed shape (see Figure 1). Also note that the Bezier curves naturally have a domain of . As shown in Figure 2 & Figure 3, there are 2 pairs of |

curves that has continuous joints. These four curves will be taken as samples to show calculations.

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