

5] Bezier Curve for degree 3: quarter circle

W2

Blending function

$$M = \begin{bmatrix} -1 & 3 & -3 & 1 \\ 3 & -6 & 3 & 0 \\ -3 & 3 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$

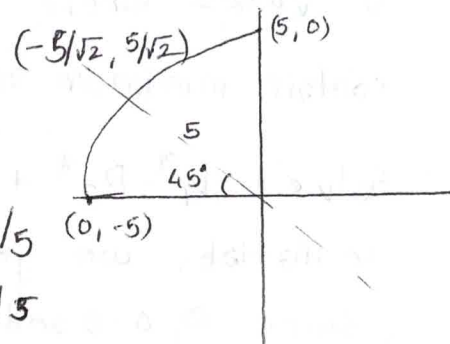
Since points 2 and 3 lie on the tangents of the start and end points respectively, $P_2 = (K, 5)$ and $P_3 = (-5, l)$

$$B = \begin{bmatrix} 0 & 5 \\ K & 5 \\ -5 & l \\ -5 & 0 \end{bmatrix}$$

Since the curve is identical to the circle at $u = 1/2$

$$G = [U] [M] [B]$$

$$\begin{bmatrix} x & y \end{bmatrix} = \begin{bmatrix} u^3 & u^2 & u & 1 \end{bmatrix} \begin{bmatrix} 0 & 5 \\ K & 5 \\ -5 & l \\ -5 & 0 \end{bmatrix} \begin{bmatrix} -1 & 3 & -3 & 1 \\ 3 & -6 & 3 & 0 \\ -3 & 3 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$



where $\begin{bmatrix} x & y \end{bmatrix} = -\frac{5}{\sqrt{2}}, \frac{5}{\sqrt{2}}$ since $\cos 45 = -x/5$
 $\sin 45 = y/5$

Solving equations for K and l ,

Values of $P_2 = (-2.761, 5)$

Values of $P_3 = (-5, 2.761)$

Calculation of deviation at $u = 0.25$ and $u = 0.75$

$$t = 1/4 \text{ and } t = 3/4$$

$$P_{\text{new}} = [t^3 \ t^2 \ t \ 1] [M] [B] \quad \leftarrow \text{Calculated in previous step}$$

Solving equations in Matlab,

Radius at $u = 1/4$ and $u = 3/4$ are approximately 5.00129
and deviation = 0.00129 units

For maximum deviation,

$$U_{\text{diff}} = [3u^2 \ 2u \ 1 \ 0]$$

$$D_1 = [u^3 \ u^2 \ u \ 1] [M] [B]$$

$$D_2 = [3u^2 \ 2u \ 1 \ 0] [M] [B]$$

Equating maximum deviation with 0

The basic idea is to get an equation of the radial distance using derivatives. By equating it to zero, we are finding the u values where its slope is zero. These ' u ' values will contain minimum and maximum

$$\text{Solve } D_1^x \cdot D_2^x + D_1^y \cdot D_2^y = 0$$

In Matlab, we get five values of $u = 0, 0.5, 1, 0.21$ and 0.79 .

Since 0, 0.5 and 1 are on circle they are neglected.

Deviation at $u = 0.21$ and $u = 0.79$

$$\text{Value} = 0.00135$$

