Map 1: Curvas de Bezier

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1. Curva de bezier de los puntos de control: $P_0(4, 1)$, $P_1(28, 48)$, $P_3(50, 42)$, $P_4(40, 5)$

$$a^2 + b^2 = c^2. \tag{1}$$

$$\mathbf{Ax} = \mathbf{b}. \tag{2}$$

An example of a matrix LaTeX:

$$\mathbf{A} = \begin{pmatrix} 3 & -1 & 2 \\ 0 & 1 & 2 \\ 1 & 0 & -1 \end{pmatrix}. \tag{3}$$

With a labeled equation such as the following:

$$\frac{d^2x}{dt^2} = a \tag{4}$$

you can referrer to the equation later. In equation 4 we defined acceleration.

2. Answer to question 2