

# Map 1: Curvas de Bezier

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

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

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

An example of a matrix L<sup>A</sup>T<sub>E</sub>X:

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

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. Grafica con segmento de recta  $\overline{P_0P_1}$ ,  $\overline{P_1P_2}$ ,  $\overline{P_2P_3}$
3. Demostracin de tangente en  $P_0$  pasa por  $P_1$  y la recta tangente de  $P_3$  pasa por  $P_2$
4. Demostracin con letra  $C$