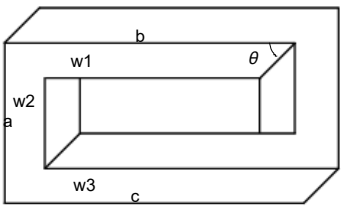
错觉 - Tribox

https : // mathworld . wolfram . com/Tribox . html



In[ ]:=

```
Manipulate[t1 = w1 / Tan[θ];
```
交互式操作

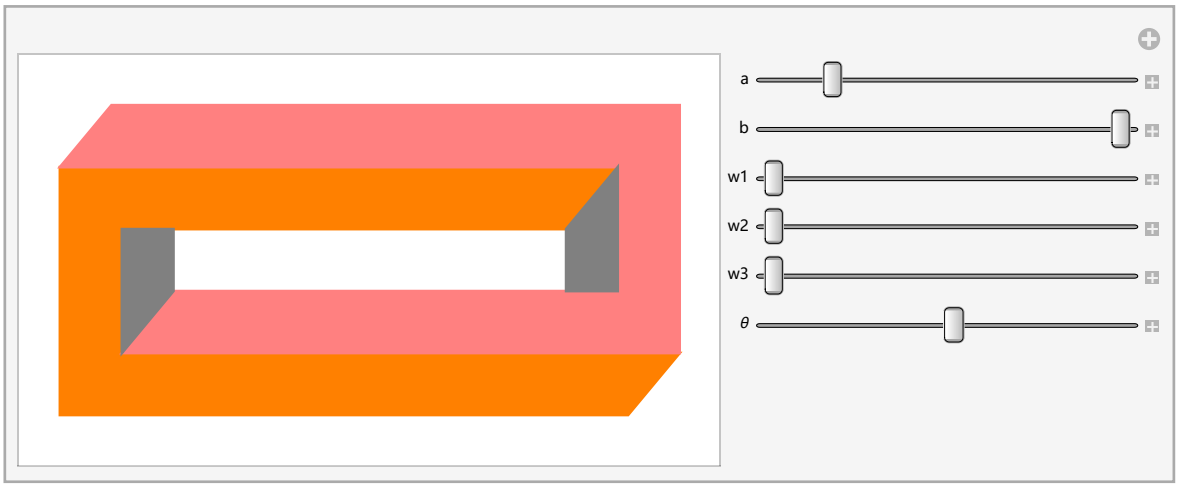
```
t3 = w3 / Tan[θ];
poly = Polygon[{{0, 0}, {0, a}, {b, a},
```
多边形

```
    {b - t1, a - w1}, {w2, a - w1}, {w2, w3}, {w2 + b, w3}, {w2 + b - t3, 0}}];
poly2 = Rotate[poly, π, {b + w2, a + w3} / 2];
```
旋转

```
poly3 = Polygon[{{w2, w3}, {w2 + t1, w3 + w1}, {w2 + t1, a - w1}, {w2, a - w1}}];
```
多边形

```
poly4 = Rotate[poly3, π, {b + w2, a + w3} / 2];
```
旋转

```
Graphics[{Orange, poly, Pink, poly2, Gray, poly3, poly4}],
```
图形 橙色 粉色 灰色

```
{{a, 4}, 3, 9}, {{b, 9}, 3, 9}, {{w1, 1}, 1, (a - w3) / 2}, {{w2, 1}, 1, b - t1},
{{w3, 1}, 1, a - 2 w1}, {{θ, π / 4}, ArcTan[w1 / (b - w2)], π / 2}]
```
反正切

Out[ ]=