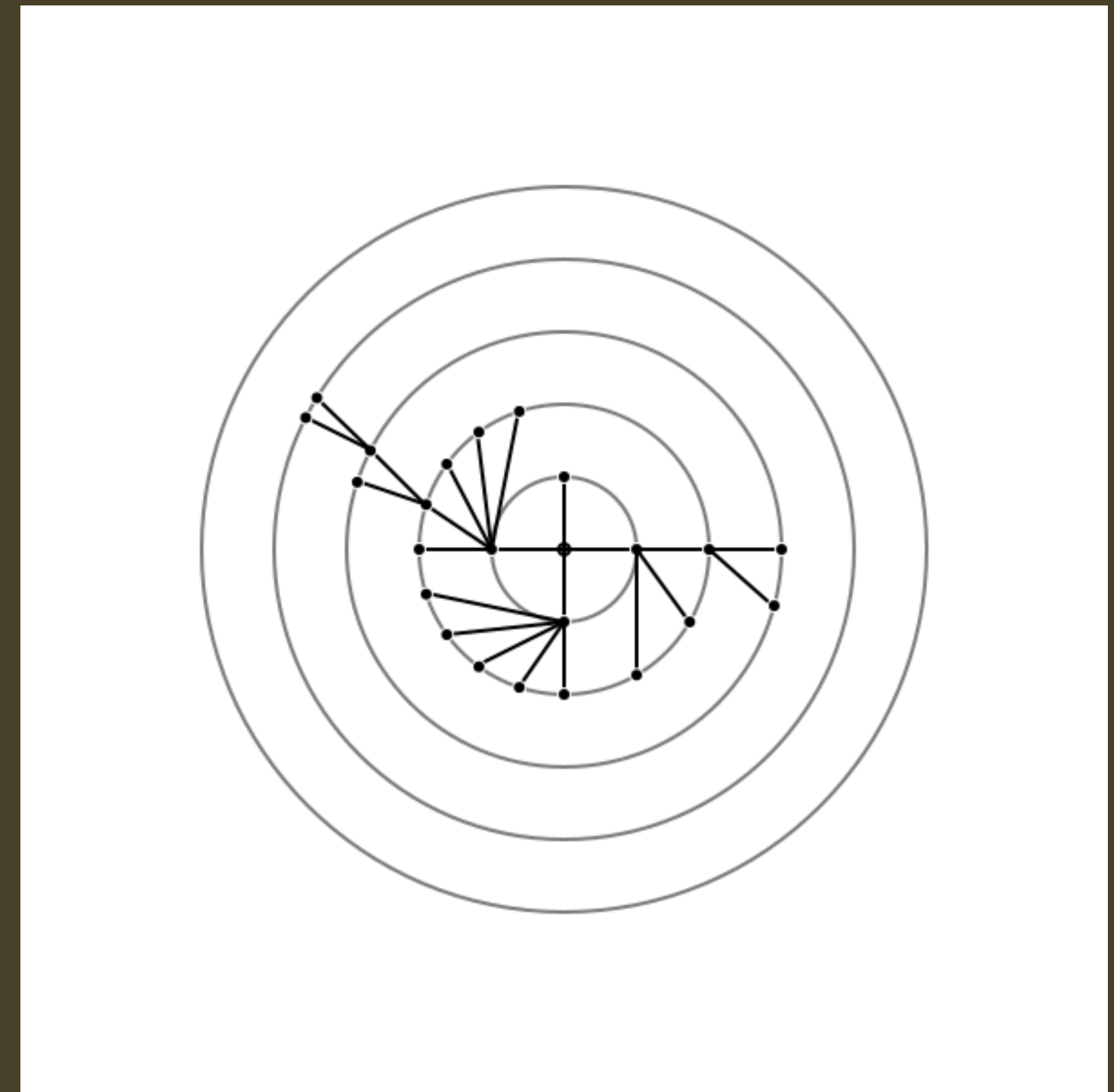


Radial Tree layout algorithm



Drawing A 3D Surface Patch

Using Bezier Equations

- <https://blog.minhazav.dev/Drawing-a-3d-surface-patch-using-Bezier-equations/>

