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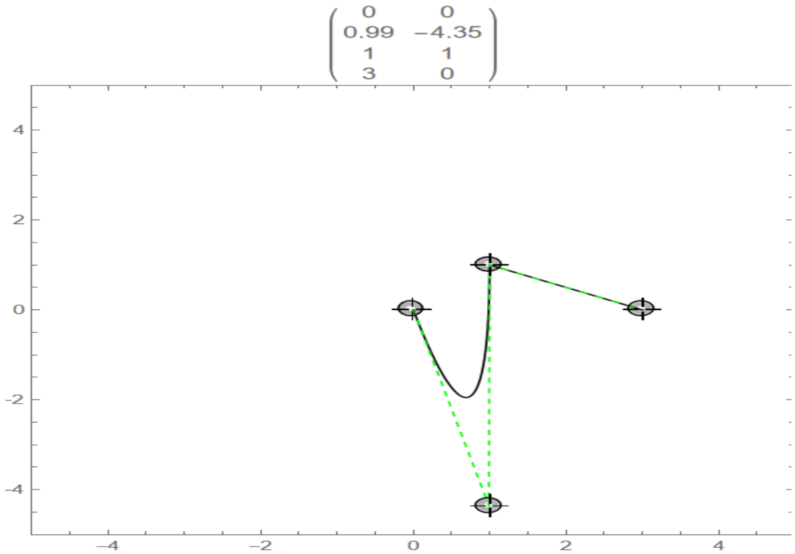

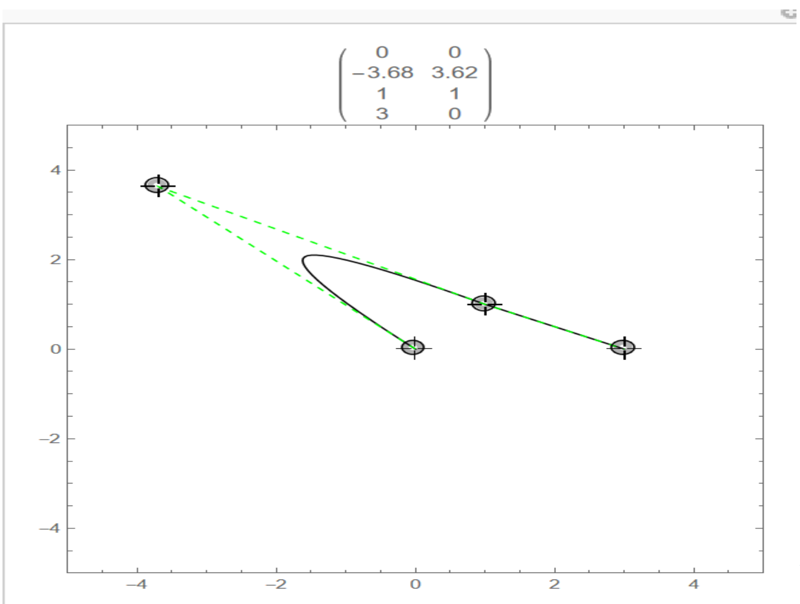

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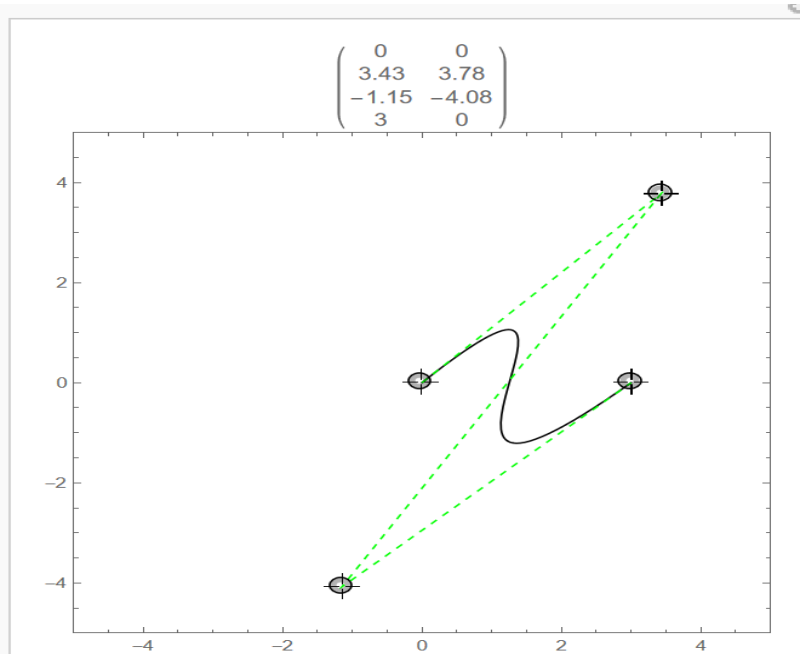
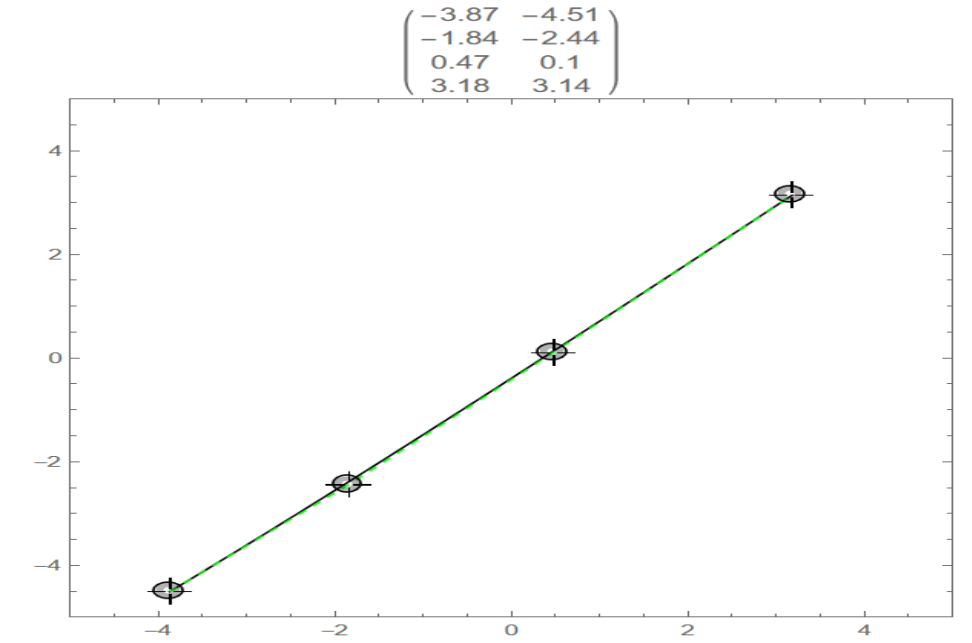
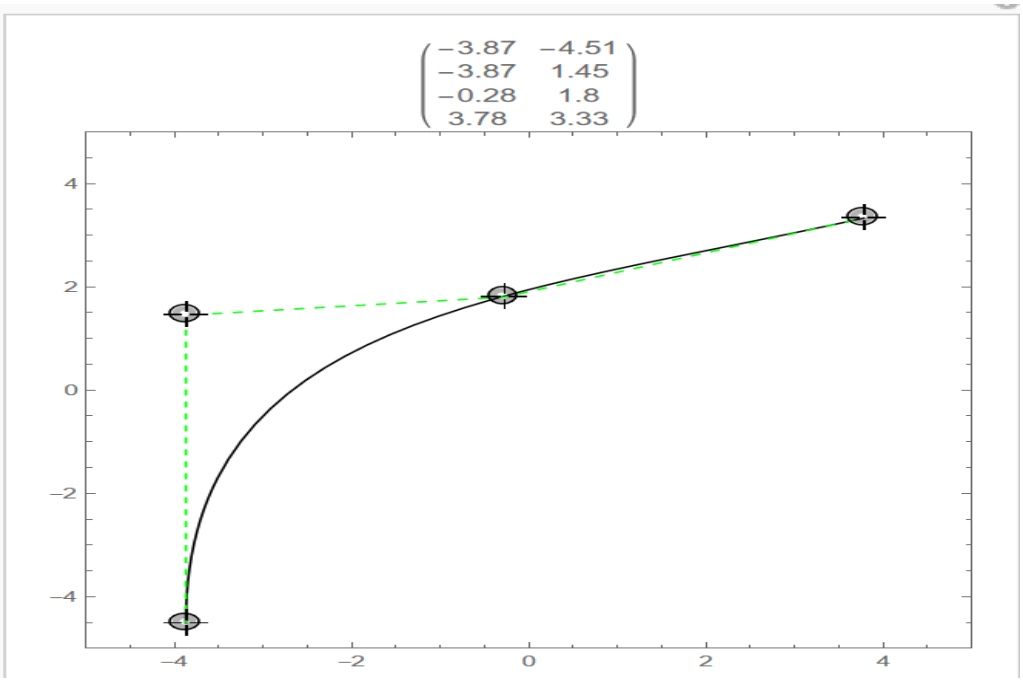
1. Given the three points $P_0=(0,0)$, $P_1=(1,1)$ and $P_3=(3,0)$ where ever you put P_2 the control point will only manipulate the part between P_0 and P_1. P_1 to P_3 will remain a line.

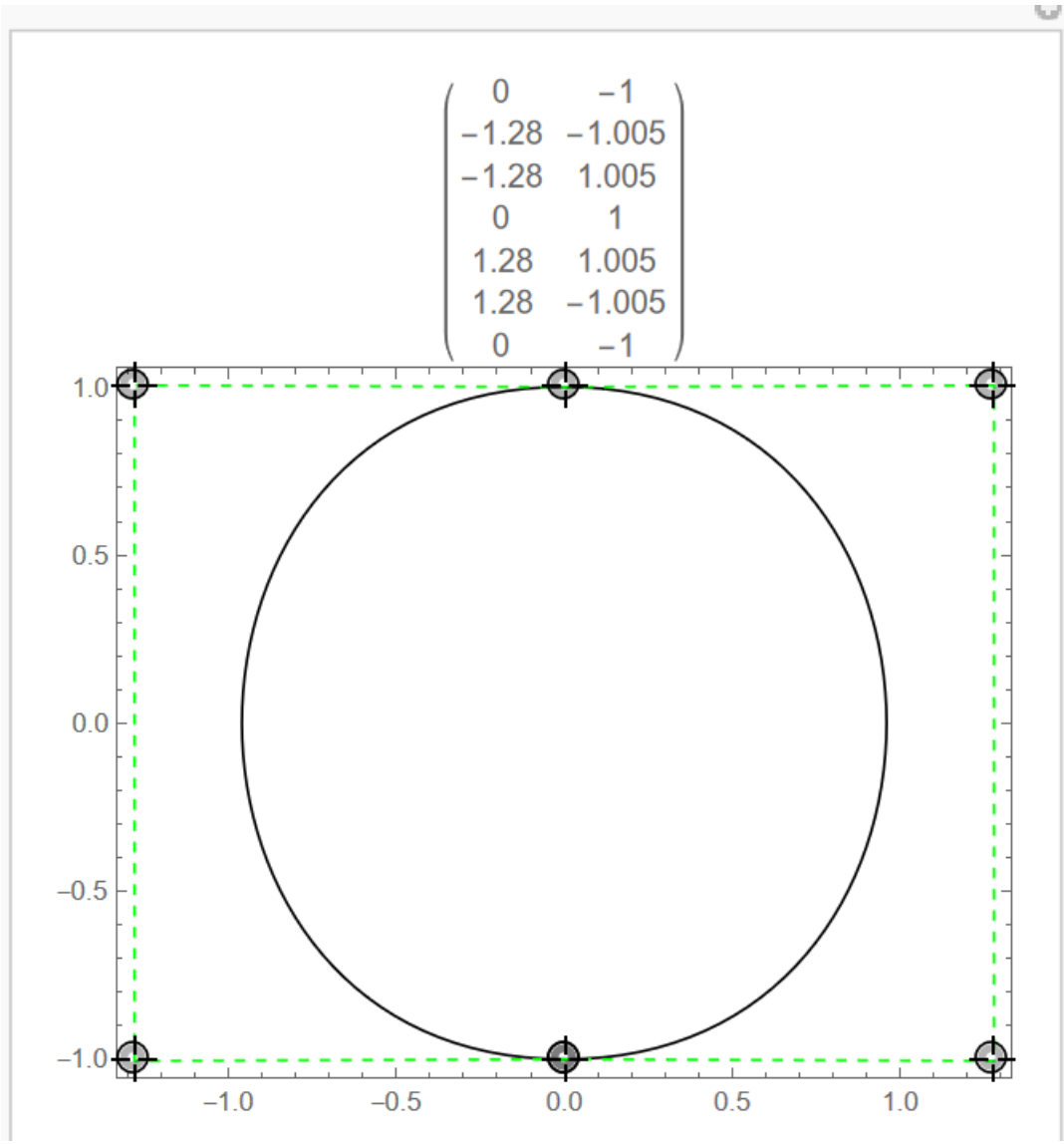


But if you allow P1 to be another control point then you are able to create a cubic.

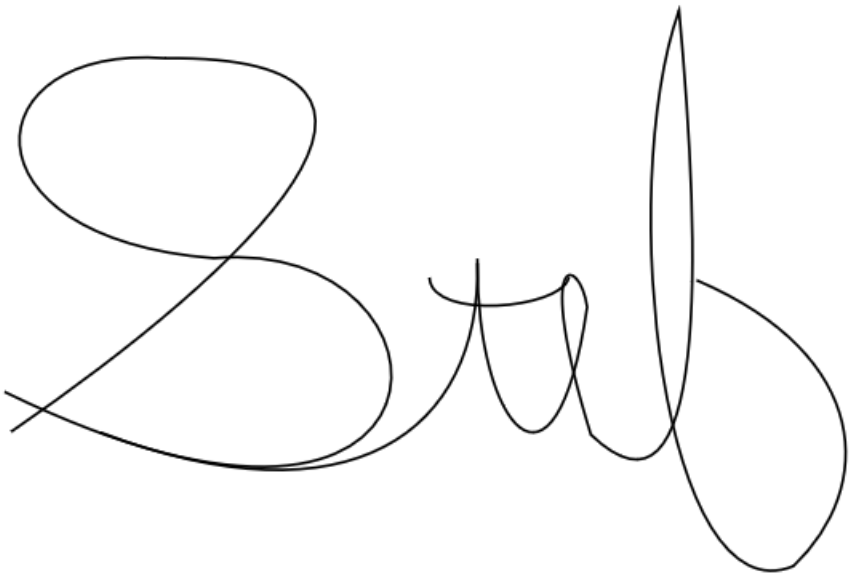


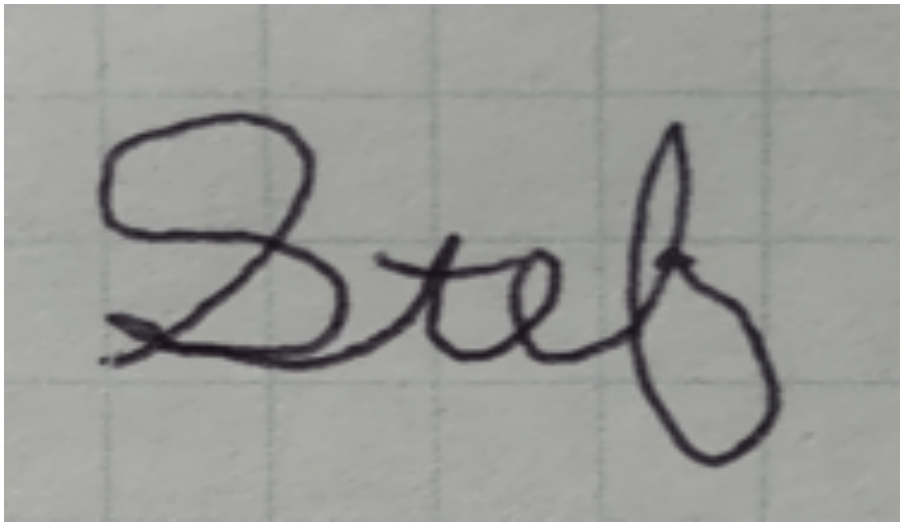


2. For the Bezier cubic spline to pass through both control points it must become a straight line. If you have it pass through one of the control points it will become a straight line from that point to the other point.



3. This is close enough. It look round and the ends are close to the unit circle. (0,0),(0,1),(1,1),(1,0).





4. The code for all of the questions is in a Mathematica file. This just has my responses.
5. I think I did ok to where it is close enough. I had a hard time getting the little nuances that you can get with the actual writing. Like the exact way I loop my e or the top of my f. also the weird little wiggle I have in the bottom part of my f. There were parts I had issues with making it smooth between letters. There is a point in between my e and f in the sigmac. I tried to smooth it out but when I did I would lose the shape I

needed for either letter. There was also difficulty getting thickness in spots like the bottom of the s and the spot where the bottom loop of the f meets the top part of the loop.