

Table of contents

Preface	9
List of programs	13
Introduction	17
1. Some Basics	21
1.1 The screen	21
1.2 Screen geometry	21
1.3 Drawing commands	22
1.3.1 Setting graphics	22
1.3.2 Moving to a point	23
1.3.3 Drawing a line	23
1.3.4 Drawing a closed shape	24
1.3.5 Changing colour	25
1.4 Writing programs	26
1.5 Some useful programming techniques	27
1.5.1 Definite loops	27
1.5.2 Conditional statements	28
1.5.3 Tested loops	28
1.5.4 Subroutines and procedures	29
1.5.5 Nested loops	30
1.6 The standard program	32
1.7 Converting programs for other micros	37
1.7.1 Converting for the Apple II	37
1.7.2 Converting for the BBC B+ and Master	38
1.7.3 Converting for the IBM PC	38
1.7.4 Converting for the Apple Macintosh	39
1.7.5 Converting for the RM Nimbus	40
1.7.6 Converting for the Research Machines 380/480Z	41

1.7.7	Converting for the Sinclair ZX-Spectrum.	42
1.7.8	Speeding up on the BBC	43
2.	The circle line	44
2.1	A leaning ladder	44
2.2	Lots of leaning ladders make an envelope	45
2.3	Parametric representation	47
2.4	Turning an envelope into a locus.	48
2.5	If polygons become circles — how do circles become ellipses?.	50
2.6	Some variations on polygons	52
2.7	Curve stitching in a circle.	54
2.8	Rotations, tilted ellipses and faster circles	55
2.9	Doodling with semicircles	57
2.10	The ladder, astroid and ellipse	58
2.11	Going straight	62
3.	Curves — plain	67
3.1	Parametric form	67
3.2	Cartesian form	76
3.3	Polar forms.	78
3.4	Bipolar coordinates	83
3.5	Curves in time	85
4.	Curves — fancy	90
4.1	Some properties of conics	90
4.1.1	The focus/directrix definition of a conic	90
4.1.2	Some string and two pins	92
4.1.3	An envelope for a parabola.	94
4.1.4	Central orbits.	95
4.1.5	An ellipse and its auxiliary circles	97
4.2	Tangents, normals, arc-length, curvature and area.	98
4.2.1	Tangents to a circle	98
4.2.2	The normals to a curve	100
4.2.3	Arc length and involutes	101
4.2.4	The circle of curvature	102
4.2.5	Arc length and area of a cardioid.	104
4.3	Going round in circles	105
4.3.1	Rotating arms.	105
4.3.2	Circles through a point	107
4.3.3	Circles rolling on circles	108
4.3.4	Inversion in a circle.	111
4.4	Triangles and their properties	113

5. Transformations	121
5.1 Simple transformations repeated	121
5.2 Rotating rectangles	121
5.3 Tessellation of the plane	124
5.4 Pythagoras by transformations	128
5.5 Building a transformation geometry program	130
5.5.1 The main block	130
5.5.2 Drawing axes	130
5.5.3 Defining a shape	131
5.5.4 Drawing the shape	131
5.5.5 Selecting from a menu	131
5.5.6 Translating	132
5.5.7 Reflecting	133
5.5.8 Rotating	134
5.5.9 Enlarging	134
5.5.10 A choice of types of use	134
5.5.11 Choosing a random transformation	135
5.5.12 Extensions	135
5.6 Eigenvalues and eigenvectors	136
5.7 Matrix recurrence	140
6. Splines, approximation and curves in space	142
6.1 Bezier curves	142
6.2 B-spline curves	147
6.3 Natural cubic splines	153
6.4 Name dropping: Hermite and Chebychev	158
6.4.1 The Hermite cubic curve	158
6.4.2 Chebychev polynomials	159
6.5 3D representation — some simple projections	160
6.5.1 Orthographic projection	161
6.5.2 Oblique projection	162
6.5.3 Isometric projection	163
6.5.4 Curves in space	163
6.5.5 First-angle projection	165
7. Surfaces	168
7.1 A simple surface: $z=f(x,y)$	171
7.2 Parametric surfaces	172
7.3 Curves in a surface	174
7.4 Patches, surface area and volume	176
7.5 Colouring a surface	179
7.6 Calculating surface area	181
8. Solids	183
8.1 Wireframe representation	183

8.1.1	A data structure	183
8.1.2	Orthographic display	185
8.1.3	An oblique display	186
8.1.4	Performing transformations	187
8.1.5	A perspective projection	188
8.1.6	Isometric projection	189
8.2	Adding colour and viewing in stereo	190
8.2.1	Colouring the edges	190
8.2.2	Colouring stereo images	191
8.3	Colouring faces.	192
8.4	Hidden line removal	195
8.5	Regular solids	197
8.5.1	The octahedron.	198
8.5.2	The tetrahedron	199
8.5.3	The icosahedron	200
8.5.4	The dodecahedron	201
8.6	The fourth dimension (and beyond)!.	202
9.	Postscript	206
	Bibliography	208
	Index	209