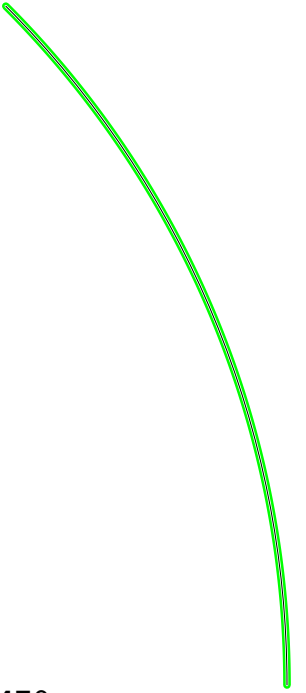
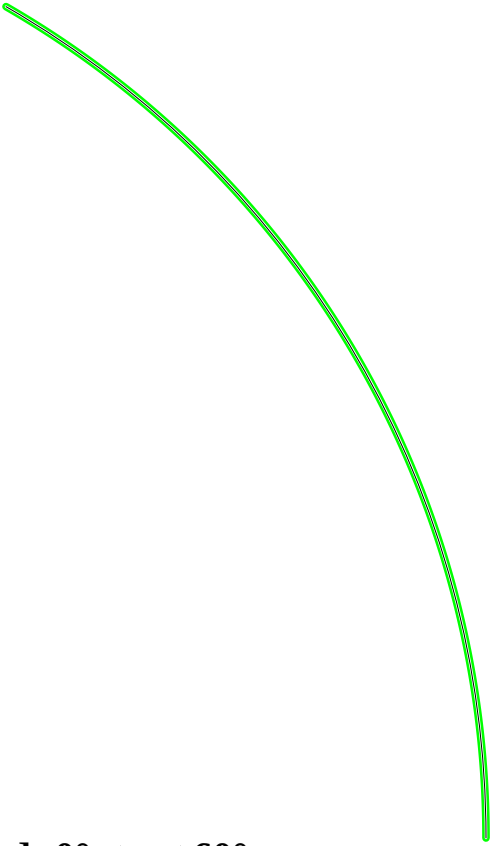
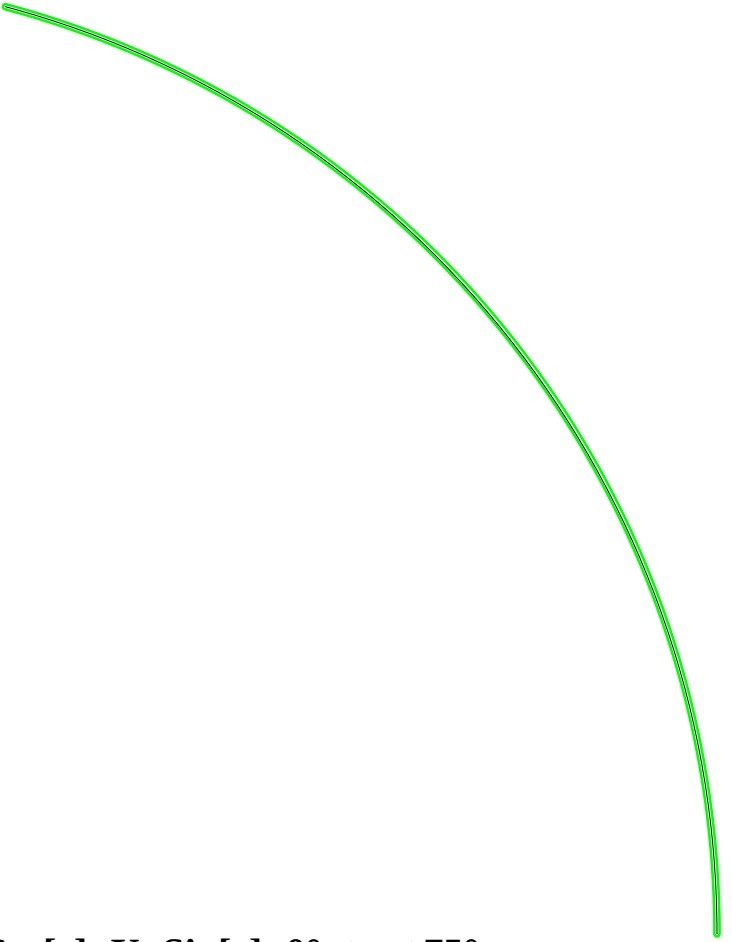


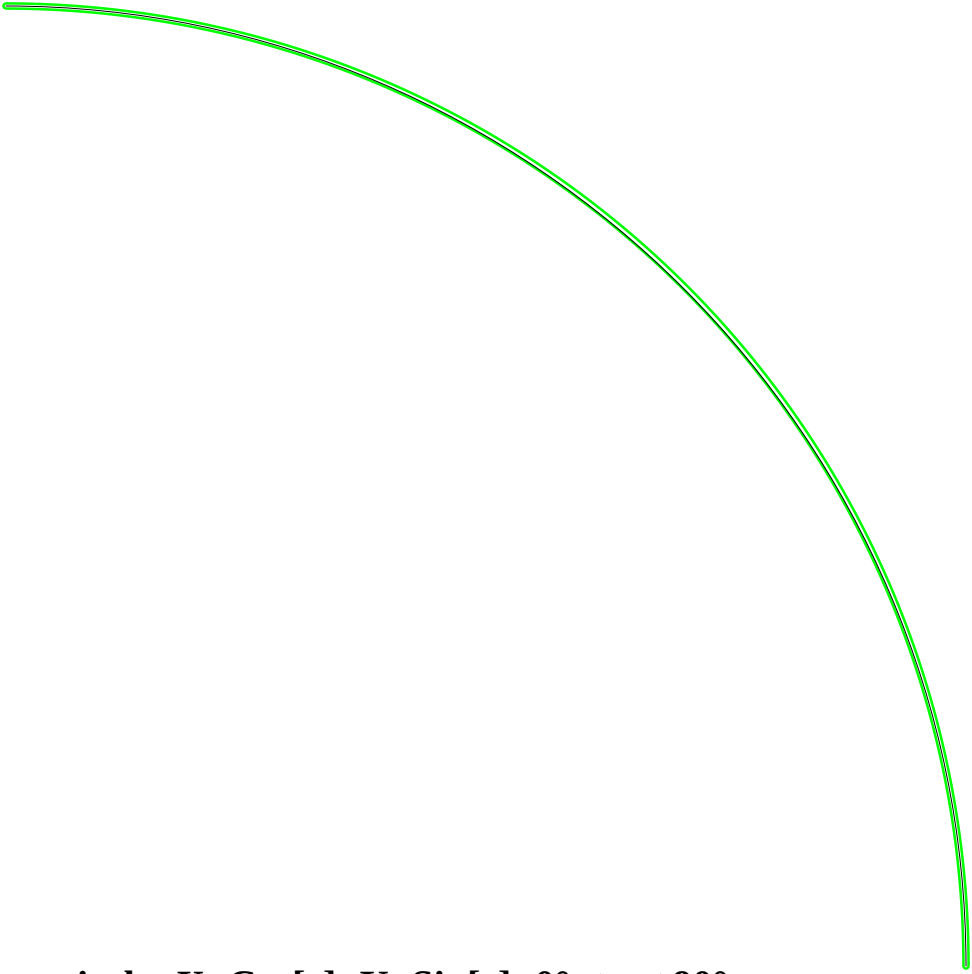
Part circle: X=Cos[z]; Y=Sin[z]; 0° ≤ z ≤ 45°.



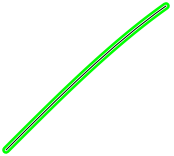
Part circle: X=Cos[z]; Y=Sin[z]; 0° ≤ z ≤ 60°.



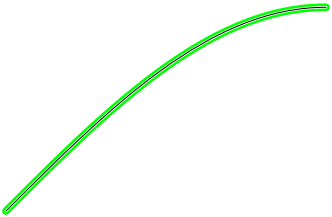
Part circle: X=Cos[z]; Y=Sin[z]; 0° ≤ z ≤ 75°.



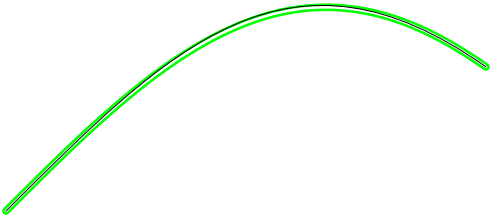
Part circle: X=Cos[z]; Y=Sin[z]; 0° ≤ z ≤ 90°.



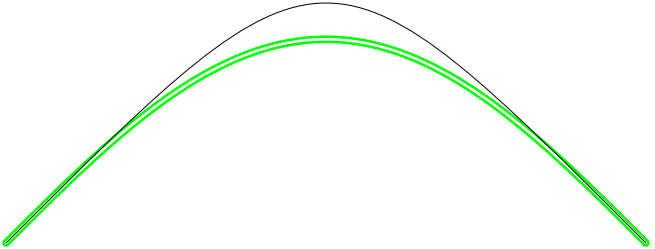
Sin wave: X=z; Y=Sin[z]; 0° ≤ z ≤ 45°.



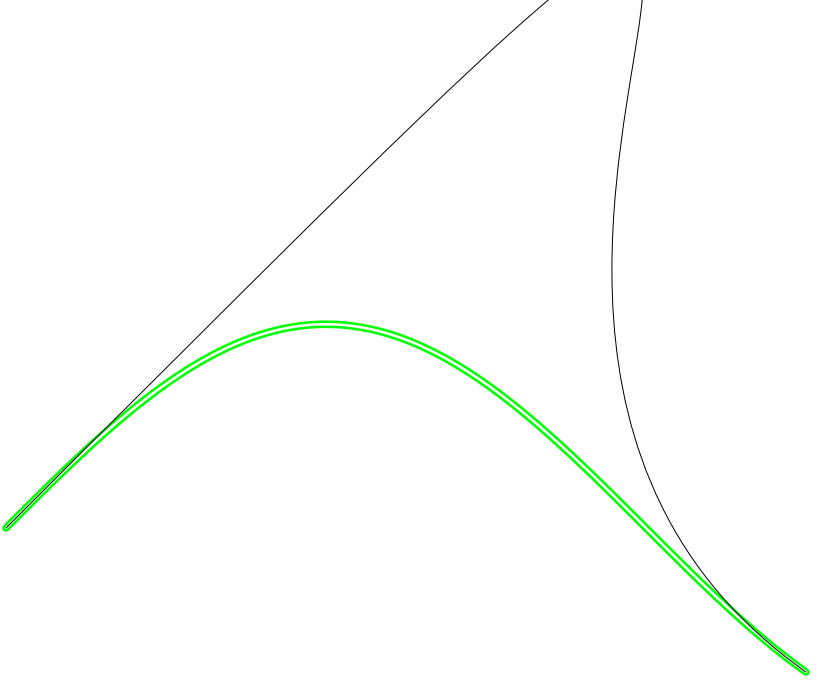
Sin wave: X=z; Y=Sin[z]; 0° ≤ z ≤ 90°.



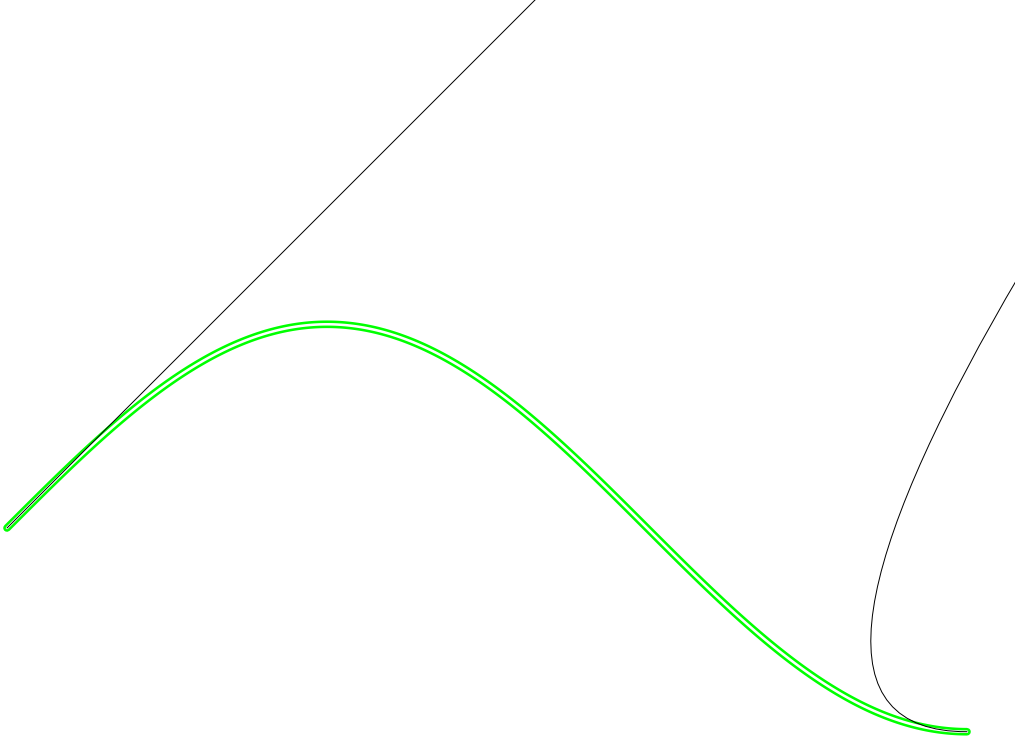
Sin wave: X=z; Y=Sin[z]; 0° ≤ z ≤ 135°.



Sin wave: X=z; Y=Sin[z]; 0° ≤ z ≤ 180°.



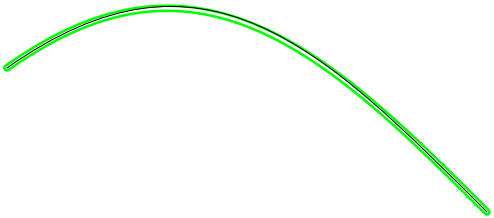
Sin wave: X=z; Y=Sin[z]; 0° ≤ z ≤ 225°.



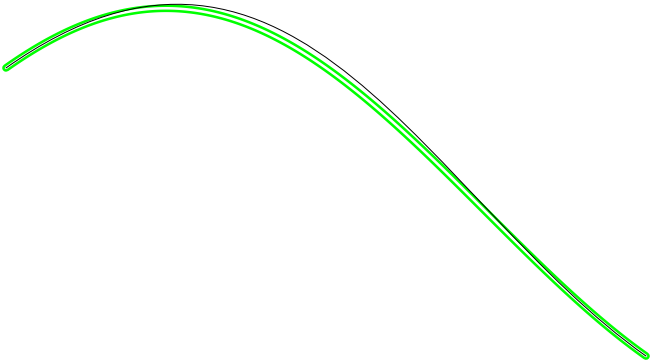
Sin wave: X=z; Y=Sin[z]; 0° ≤ z ≤ 270°.

Sin wave: X=z; Y=Sin[z]; 45° ≤ z ≤ 90°.

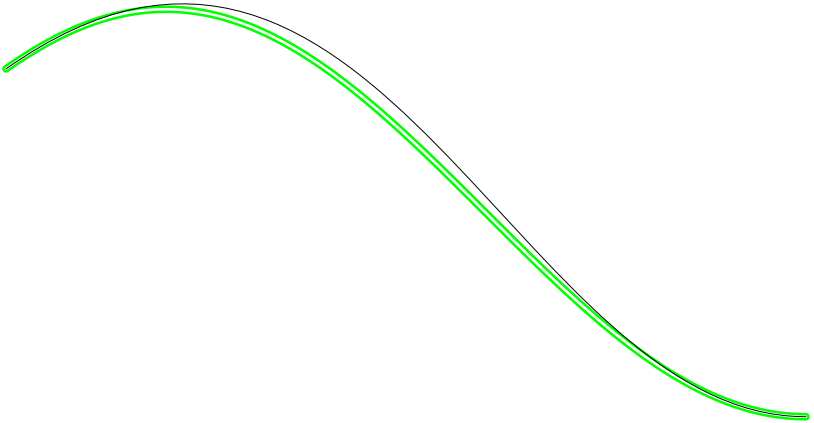
Sin wave: X=z; Y=Sin[z]; 45° ≤ z ≤ 135°.



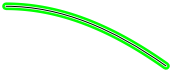
Sin wave: X=z; Y=Sin[z]; 45° ≤ z ≤ 180°.



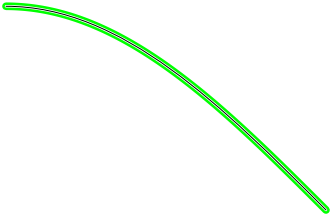
Sin wave: X=z; Y=Sin[z]; 45° ≤ z ≤ 225°.



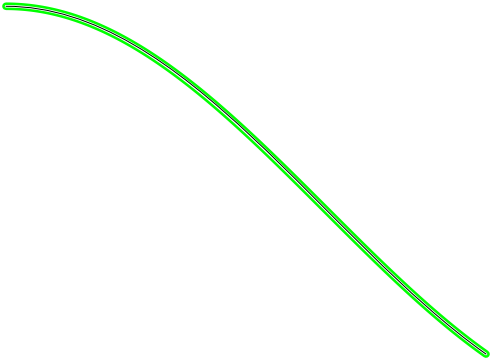
Sin wave: X=z; Y=Sin[z]; 45° ≤ z ≤ 270°.



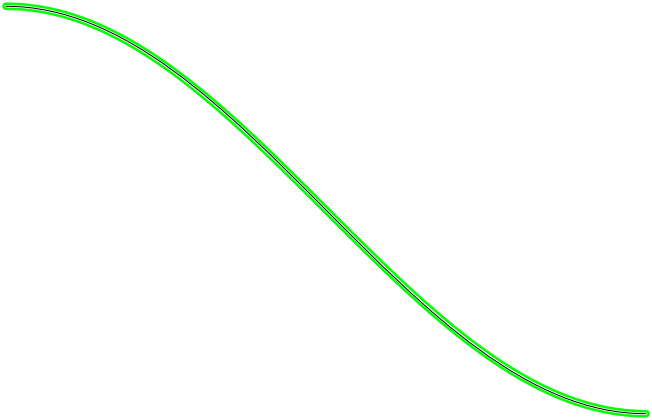
Sin wave: X=z; Y=Sin[z]; 90° ≤ z ≤ 135°.



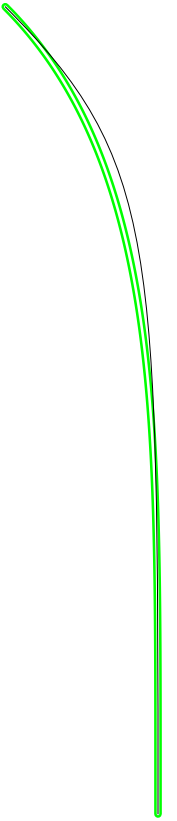
Sin wave: X=z; Y=Sin[z]; 90° ≤ z ≤ 180°.



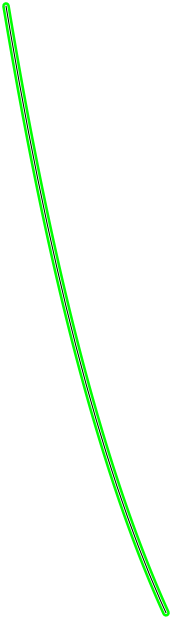
Sin wave: X=z; Y=Sin[z]; 90° ≤ z ≤ 225°.



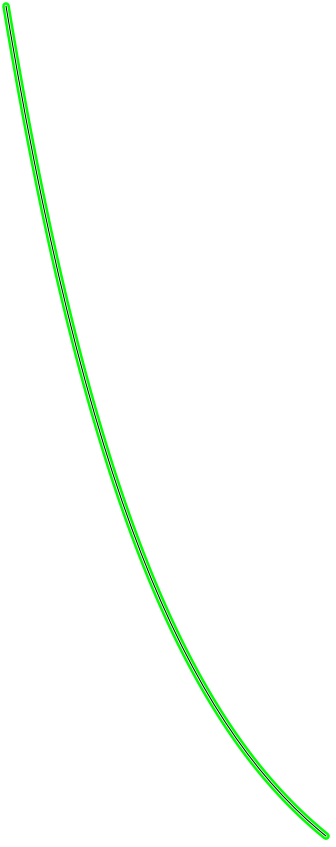
Sin wave: X=z; Y=Sin[z]; 90° ≤ z ≤ 270°.



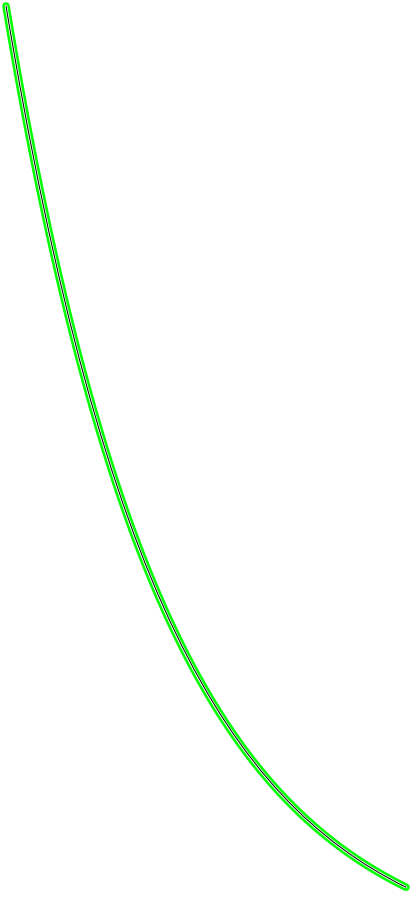
Squircle: $X=(1+z^4)^{-¼}$; $Y=(1+z^{-4})^{-¼}$; $0 \le z \le 1$.



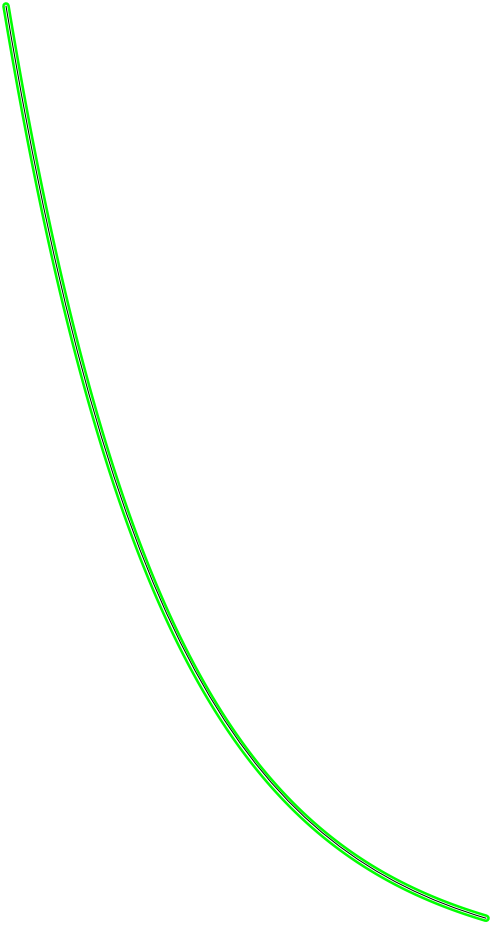
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 1.



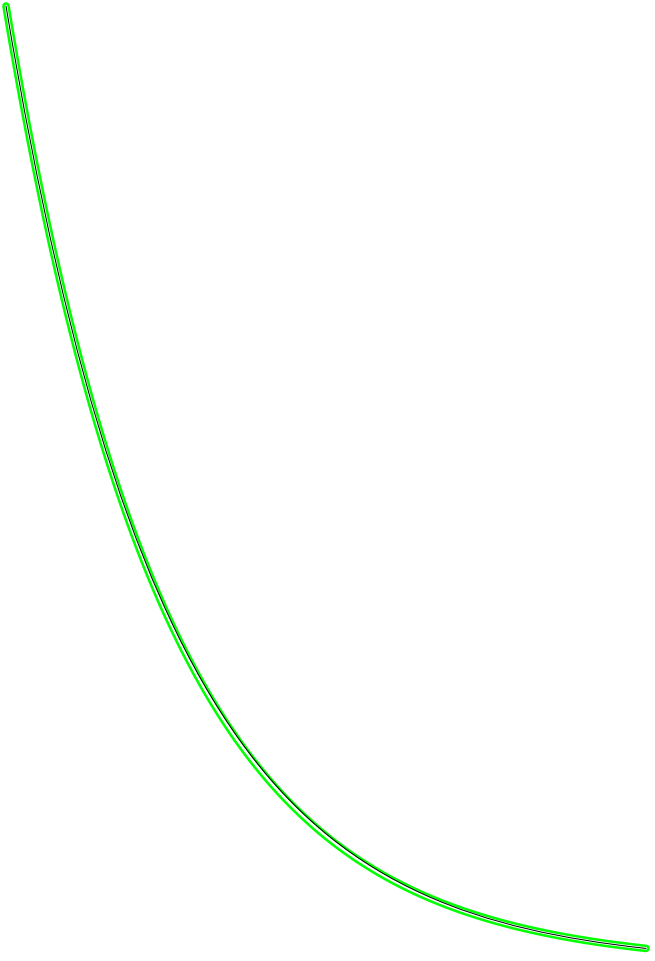
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 2.



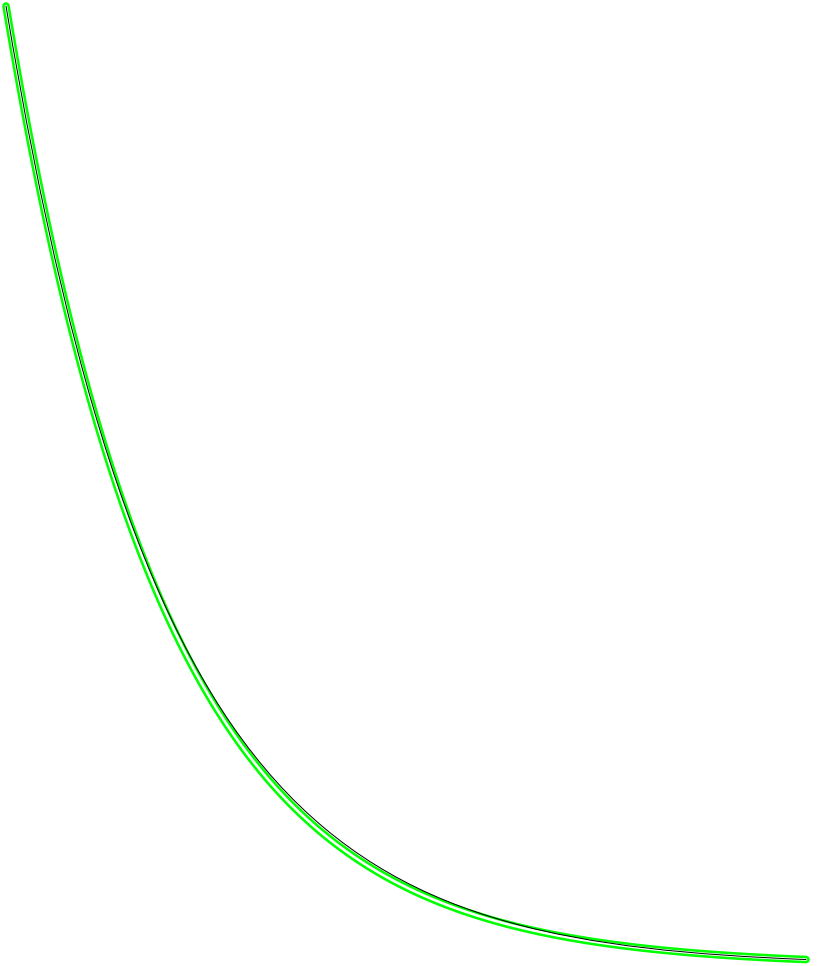
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 2.5.



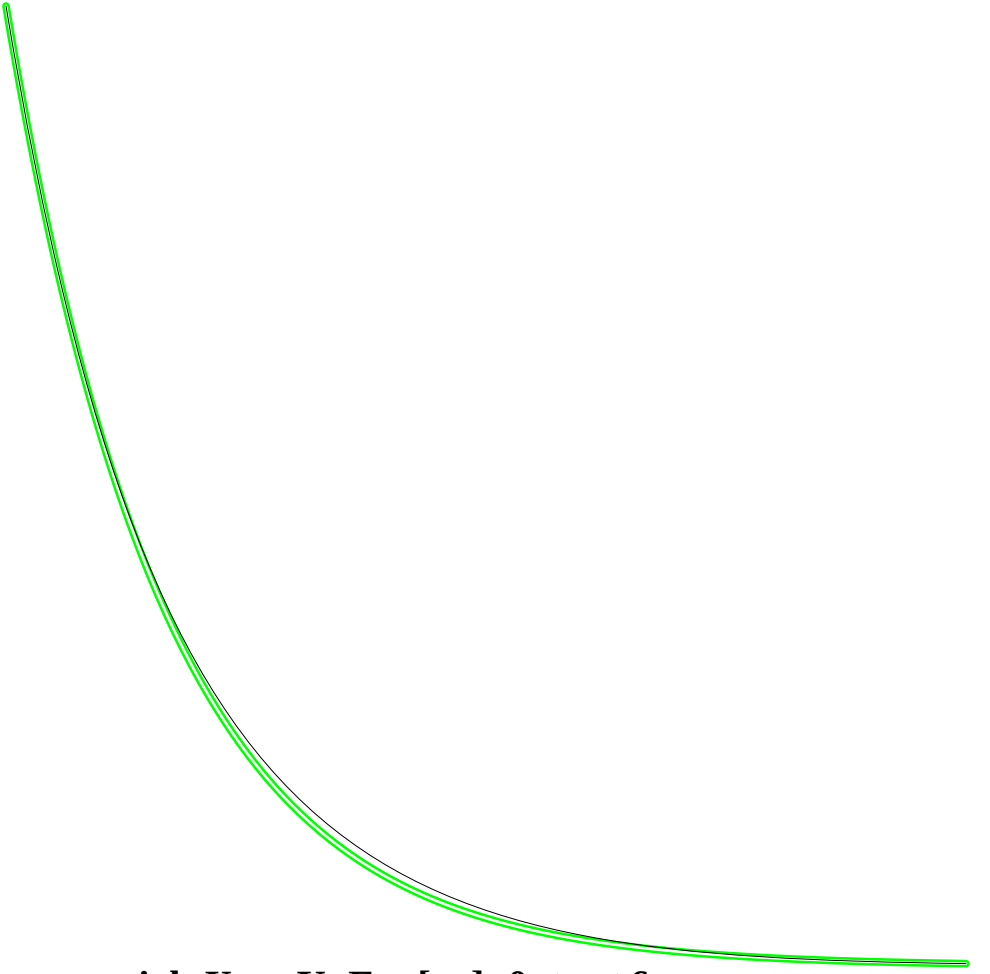
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 3.



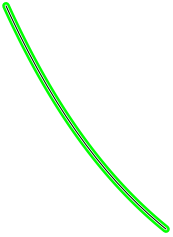
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 4.



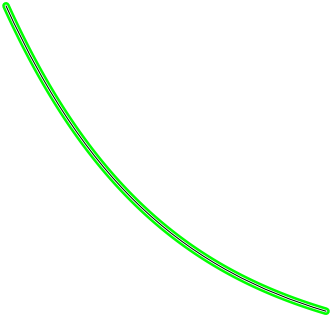
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 5.



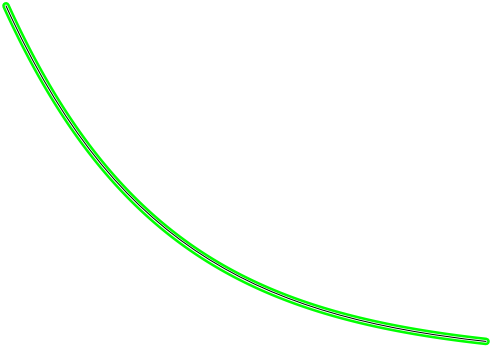
Exponential: X=z; Y=Exp[−z]; 0 ≤ z ≤ 6.



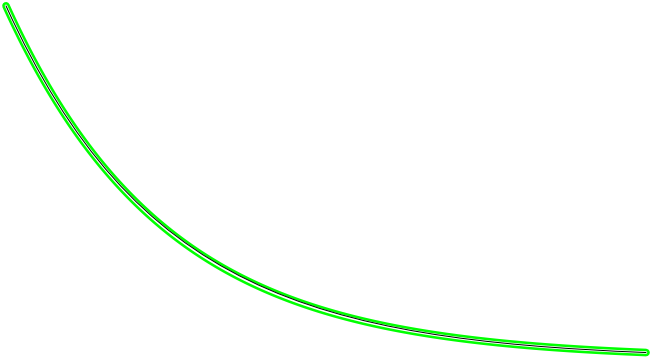
Exponential: X=z; Y=Exp[−z]; 1 ≤ z ≤ 2.



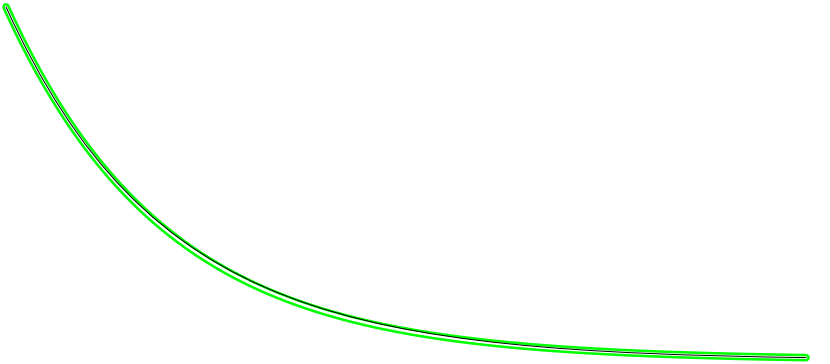
Exponential: X=z; Y=Exp[−z]; 1 ≤ z ≤ 3.



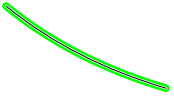
Exponential: X=z; Y=Exp[−z]; 1 ≤ z ≤ 4.



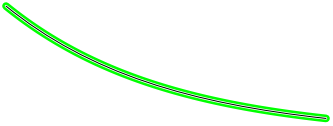
Exponential: X=z; Y=Exp[−z]; 1 ≤ z ≤ 5.



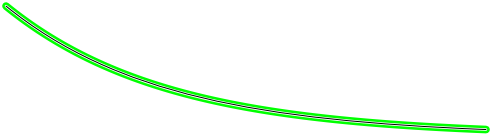
Exponential: X=z; Y=Exp[−z]; 1 ≤ z ≤ 6.



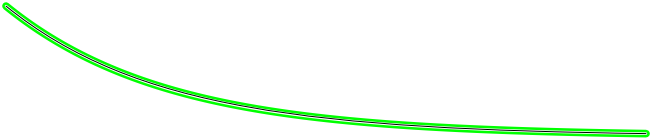
Exponential: X=z; Y=Exp[−z]; 2 ≤ z ≤ 3.



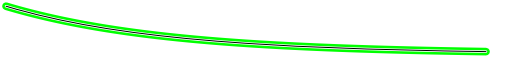
Exponential: X=z; Y=Exp[−z]; 2 ≤ z ≤ 4.



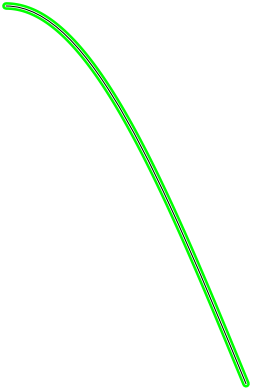
Exponential: X=z; Y=Exp[−z]; 2 ≤ z ≤ 5.



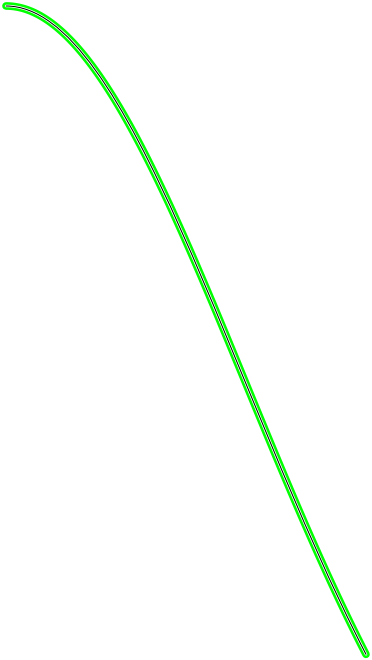
Exponential: X=z; Y=Exp[−z]; 2 ≤ z ≤ 6.



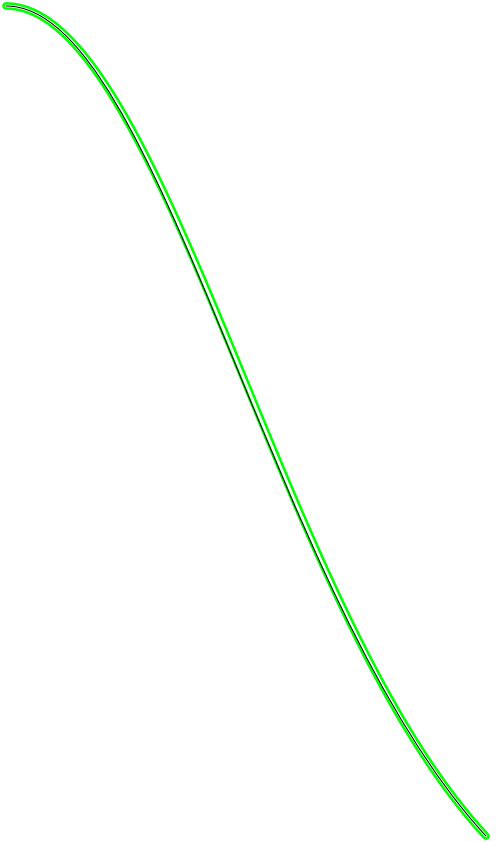
Exponential: X=z; Y=Exp[−z]; 3 ≤ z ≤ 6.



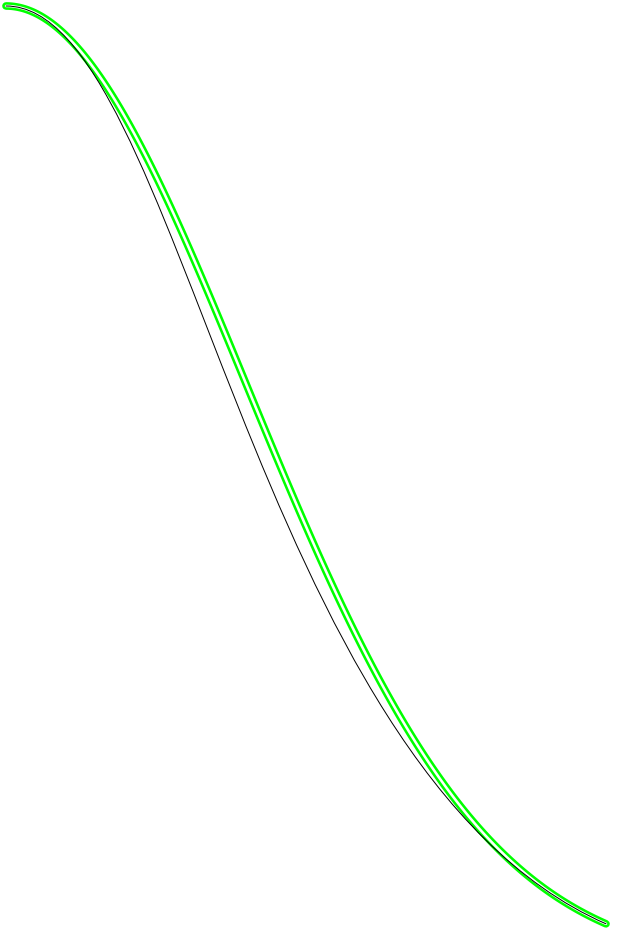
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 1.



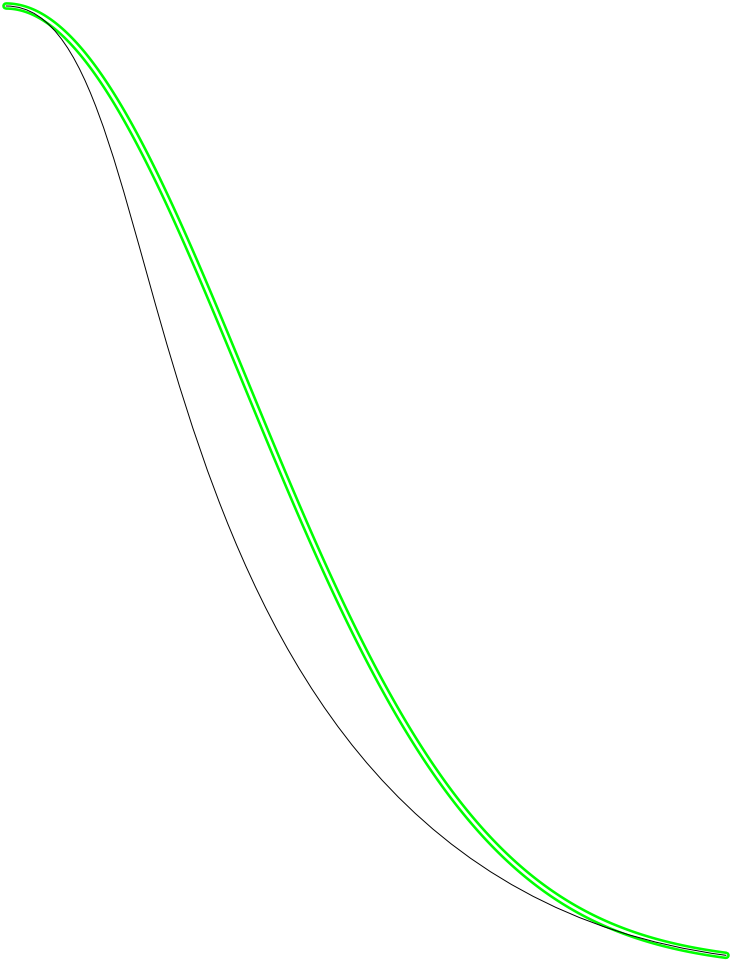
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 1.5.



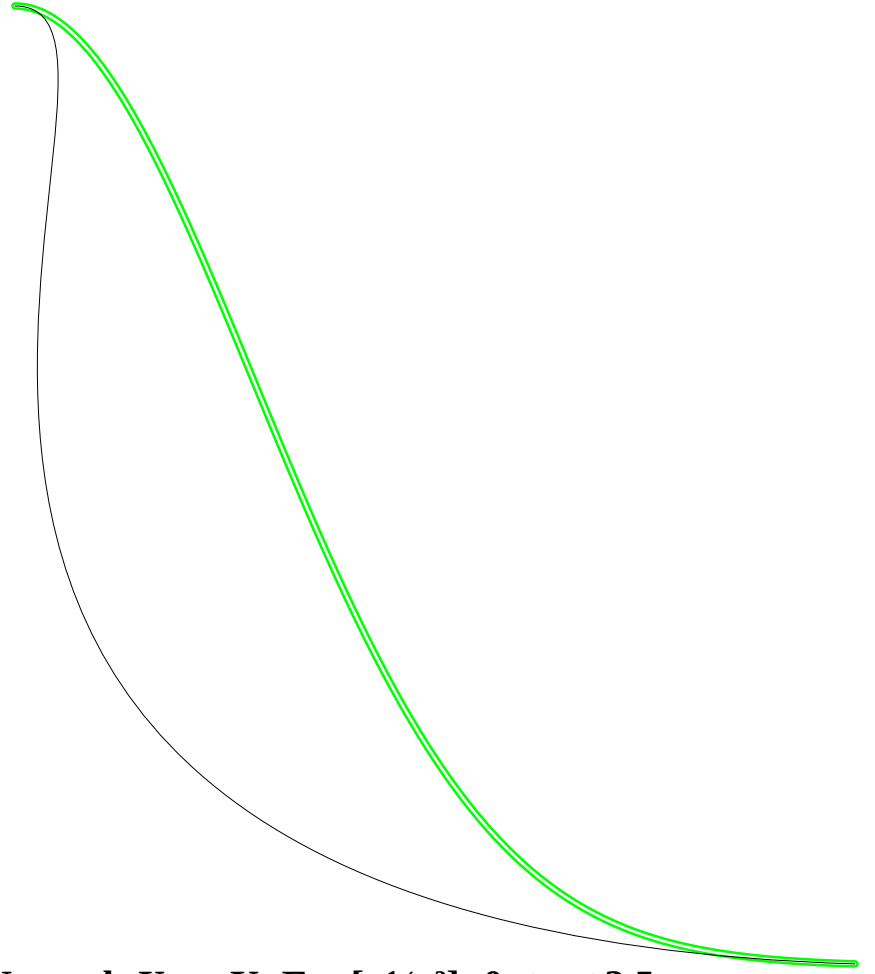
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 2.



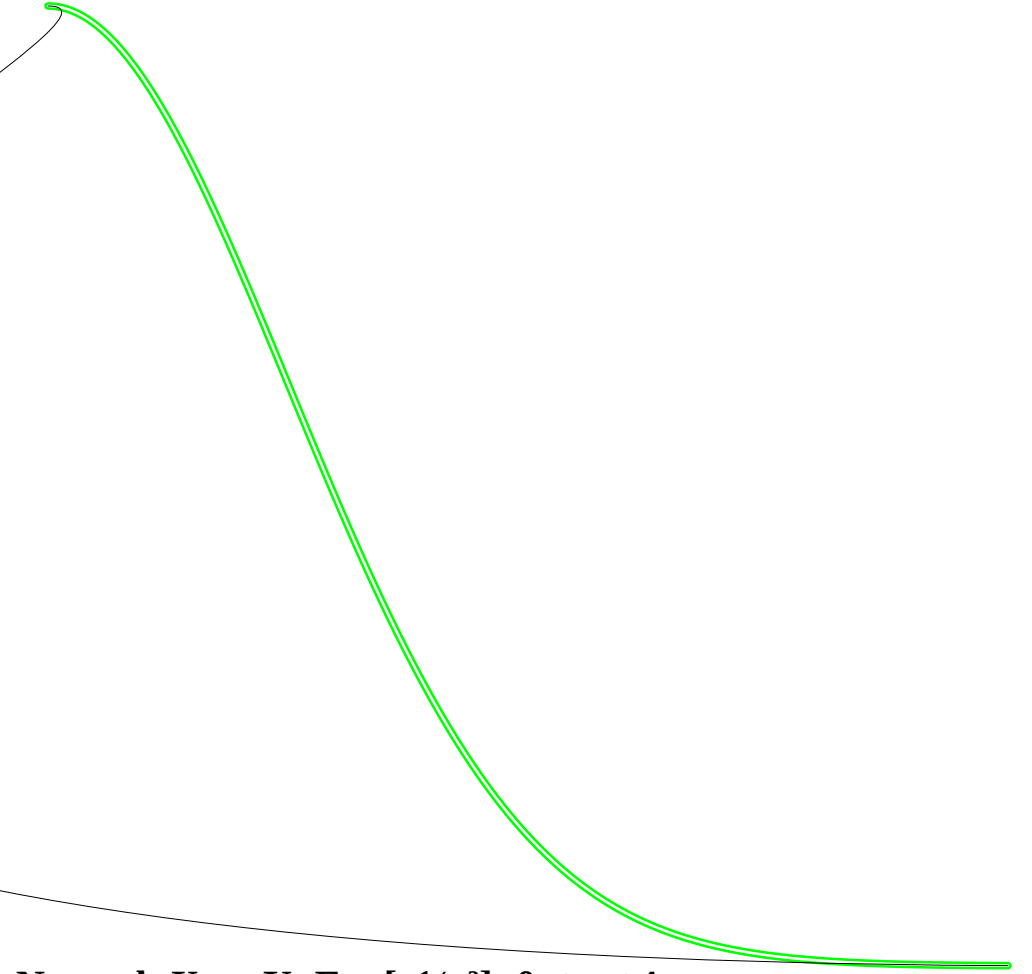
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 2.5.



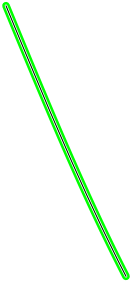
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 3.



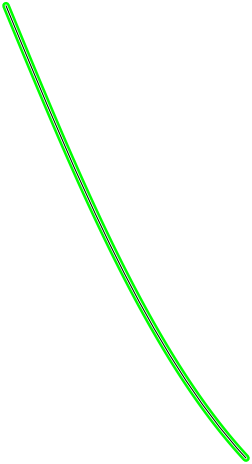
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 3.5.



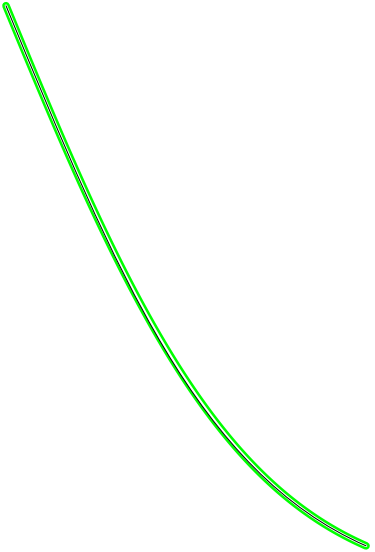
Normal: X=z; Y=Exp[−½z²]; 0 ≤ z ≤ 4.



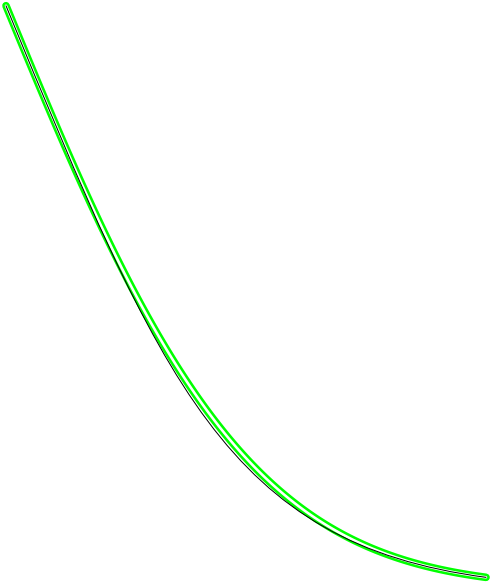
Normal: X=z; Y=Exp[−½z²]; 1 ≤ z ≤ 1.5.



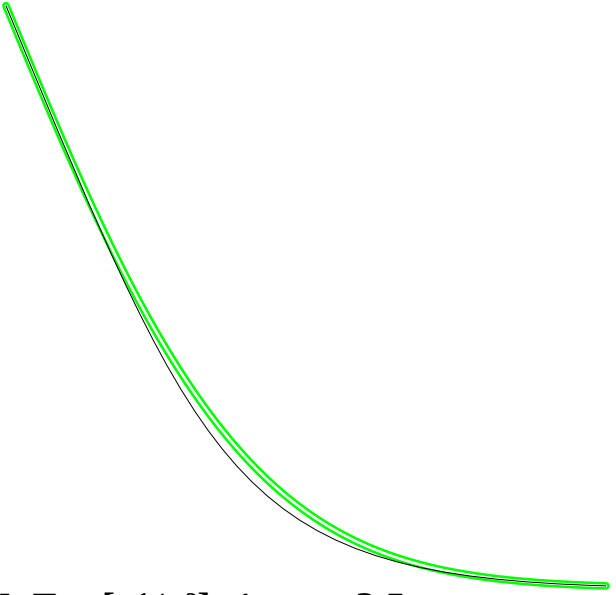
Normal: X=z; Y=Exp[−½z²]; 1 ≤ z ≤ 2.



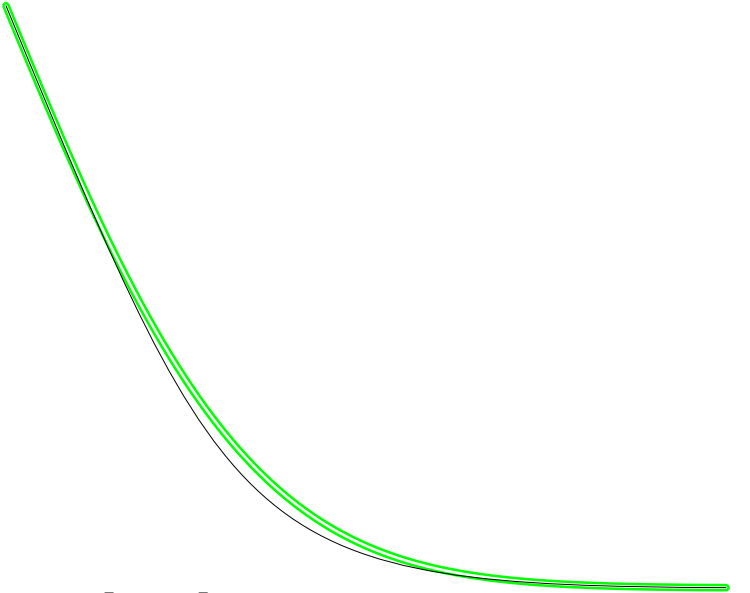
Normal: X=z; Y=Exp[−½z²]; 1 ≤ z ≤ 2.5.



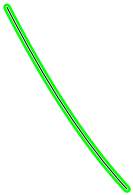
Normal: X=z; Y=Exp[−½z²]; 1 ≤ z ≤ 3.



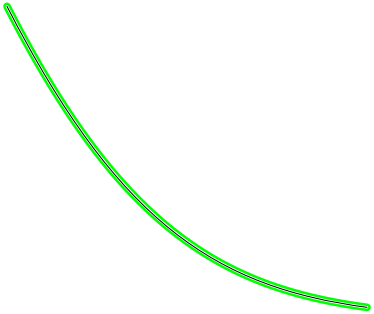
Normal: X=z; Y=Exp[−½z²]; 1 ≤ z ≤ 3.5.



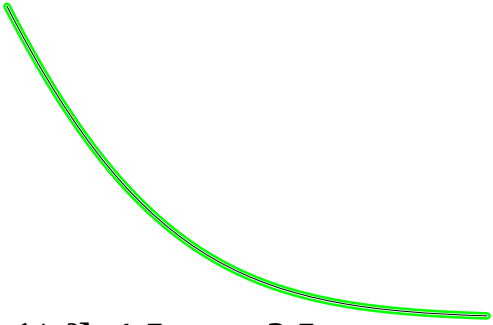
Normal: X=z; Y=Exp[−½z²]; 1 ≤ z ≤ 4.



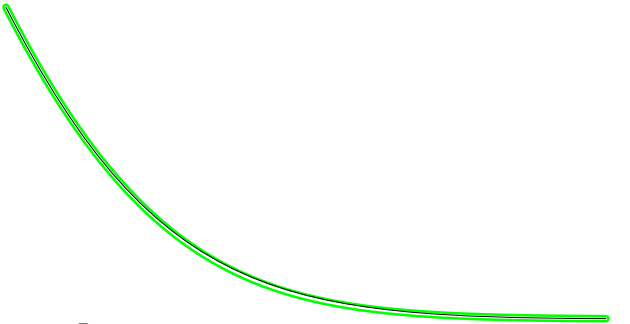
Normal: X=z; Y=Exp[−½z²]; 1.5 ≤ z ≤ 2.



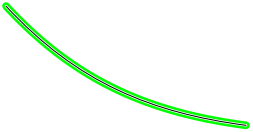
Normal: X=z; Y=Exp[−½z²]; 1.5 ≤ z ≤ 3.



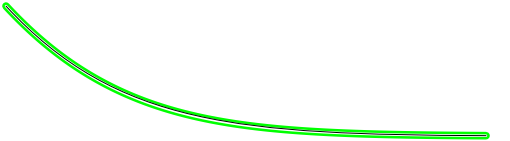
Normal: X=z; Y=Exp[−½z²]; 1.5 ≤ z ≤ 3.5.



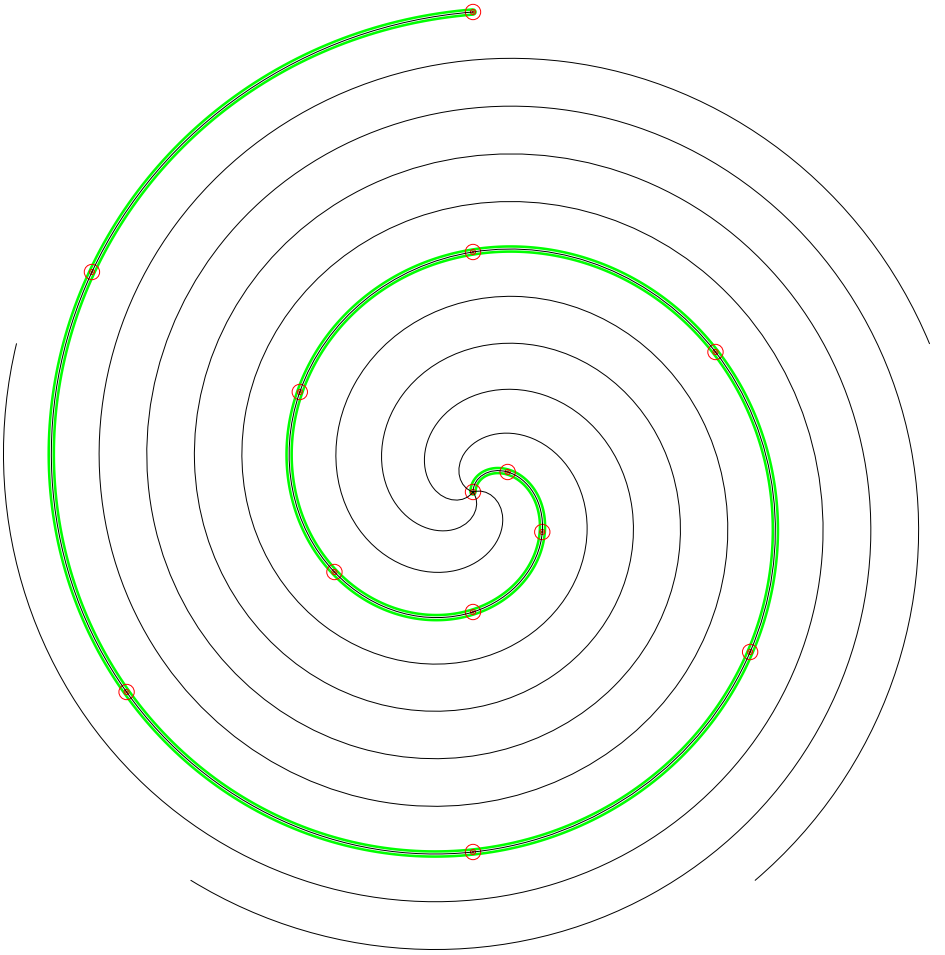
Normal: X=z; Y=Exp[−½z²]; 1.5 ≤ z ≤ 4.



Normal: X=z; Y=Exp[−½z²]; 2 ≤ z ≤ 3.



Normal: X=z; Y=Exp[−½z²]; 2 ≤ z ≤ 4.



Archimedean spiral, with one Bézier cubic per ‘60°’ piece.

Examples of output generated using ApproximatingCurve, which creates a cubic Bézier with correct endpoints, and at endpoints, correct tangents and curvatures.

Original of this file is at www.jdawiseman.com/2019/20190200_ApproximatingCurve_examples.pdf, which was generated from the PostScript at www.jdawiseman.com/2019/20190200_ApproximatingCurve_examples.ps. Both of these files might be updated during February 2019.

Latest version of ApproximatingCurve etc will be in www.jdawiseman.com/papers/placemat/placemat.ps, the manual of which can be found at www.jdawiseman.com/papers/placemat/placemat.html.

Also see comp.lang.postscript discussion at https://groups.google.com/forum/#!topic/comp.lang.postscript/3RIq0Jnwrbo