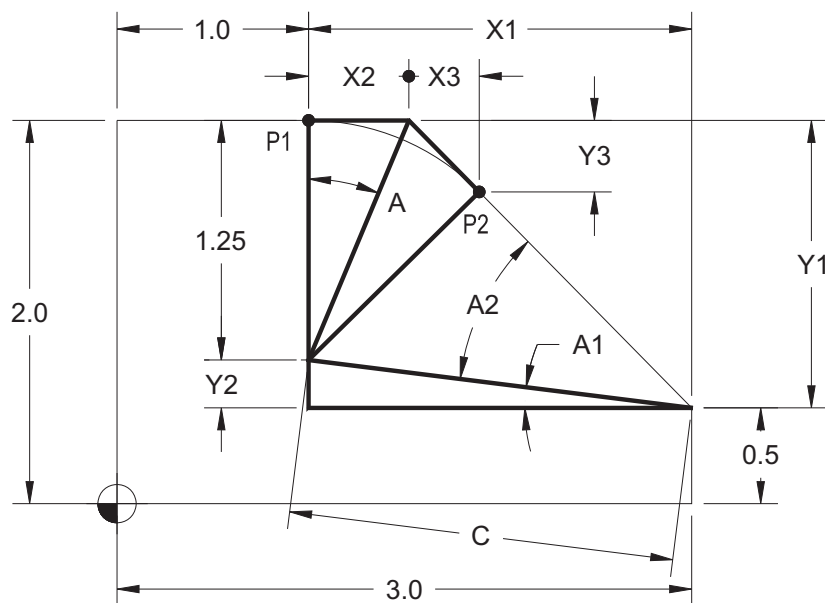


Blend Radius 2

This project is similar to the 53-06 project, but a little bit more difficult. Three triangles have to be solved but they are no more difficult once they are identified.



Order of calculations:

$$X1 = 3.0 - 1.0 = 2.0$$

$$Y1 = 2.0 - 0.5 = 1.5$$

$$Y_2 = Y_1 - 1.25 = 0.25$$

$$C = \sqrt{X1^2 + Y2^2} = 2.015564437$$

$$A1 = \tan^{-1}(Y2 / X1) = 7.125016349^\circ$$

$$A2 = \sin^{-1}(1.25 / C) = 38.3288181^\circ$$

$$A = (A1 + A2) / 2 = 22.72691723^\circ$$

$$X_2 = 1.25 \times \tan A = 0.523576462$$

$$X3 = X2 \times \cos(A1 + A2) = 0.367280371$$

$$Y3 = X2 \times \sin(A1 + A2) = 0.373145335$$

P1 = X1.0 Y2.0

$$P_2(X) = 1.0 + X^2 + X^3 = 1.89086$$

$$P2(Y) = 2.0 - Y3 = 1.62685$$