

3d-grafiikkaa

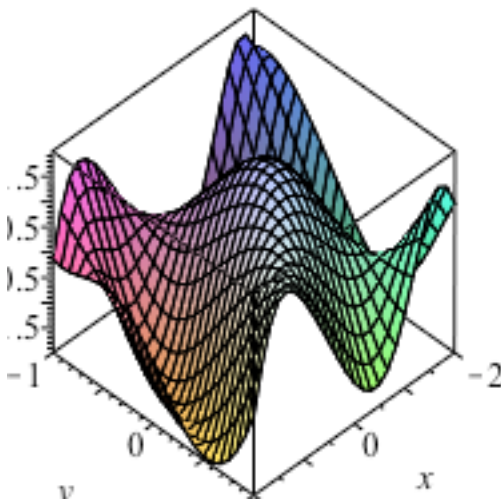
Maple

```

> restart
> with(plots) :
> f := sin(3·y - x2 + 1)
    + cos(2·y2 - 2·x)
f := -sin(-3y + x2 - 1) + cos(-2y2 + 2x) (1.1)

> plot3d(f, x = -2 .. 2, y = -1
    .. 1, axes = box)
# Grafikkavalikon
keskimmäisestä
pikkunuolesta voi kokeilla
eri "plotstylejä"

```



```

> contourplot(f, x = -2 .. 2, y =
    -1 .. 1, filled = true,
    numpoints = 2000)

```

Matlab

```

x=linspace(-2,2,30);
y=linspace(-1,1,30);
[X,Y]=meshgrid(x,y);
Z=sin(3*Y-X.^2+1)+cos(2*Y.^2-2*
X);
mesh(x,y,Z)
figure
surf(x,y,Z)
figure
surfc(x,y,Z),colorbar
figure
contour(x,y,Z)
% Korkeusarvoja piirrokseen:
[cs,h]=contour(x,y,Z)
clabel(cs,h,'manual') % Hiiriasetus

```

