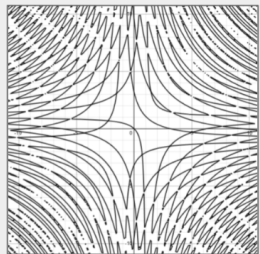
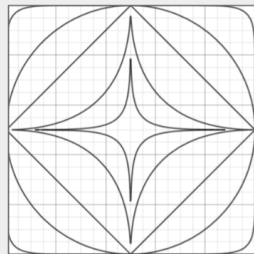
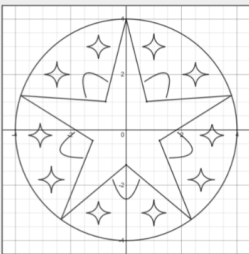
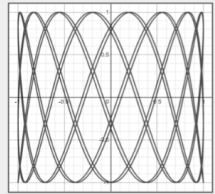
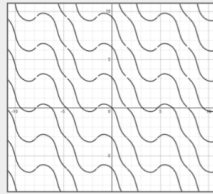
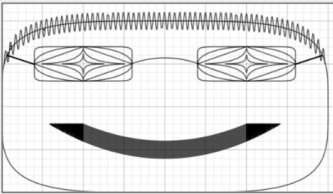


# Graphing Calculator Drawing Exercises



Justin Skycak



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First edition.

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[www.justinmath.com](http://www.justinmath.com)



# Introduction

During school I would sometimes pass time by drawing on my graphing calculator.

Years later in 2019, I turned this hobby into a summer course for the Math Academy program in the Pasadena Unified School District.

This workbook contains the lessons that were delivered during that course.

Familiarity with algebra is assumed.



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# Chapter 1

## **Lines**



## 1.1 Horizontal and Vertical Lines

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Vertical Lines.** Observe the graph as you type each of the following inputs:

$$x = 1$$

$$x = 2$$

$$x = 3$$

**Demonstration - Horizontal Lines.** Observe the graph as you type each of the following inputs:

$$y = 1$$

$$y = 2$$

$$y = 3$$


**Demonstration - Rays and Segments.** Observe the graph as you type each of the following inputs:

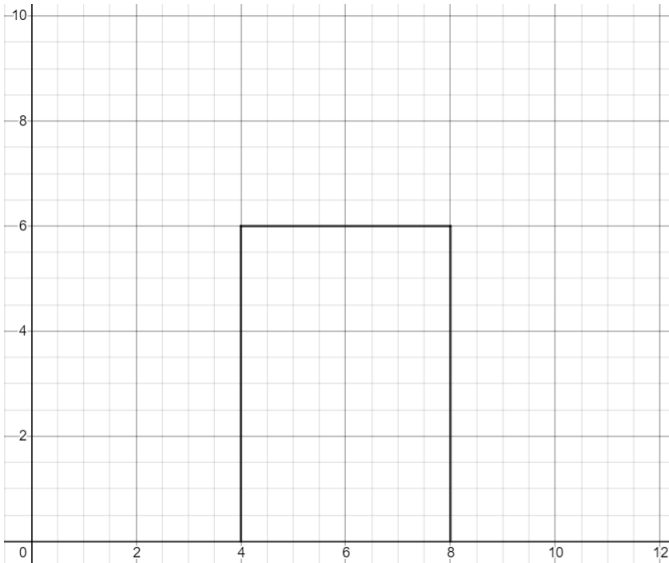
$$x = 1\{2 < y\}$$

$$x = 2\{2 < y < 3\}$$

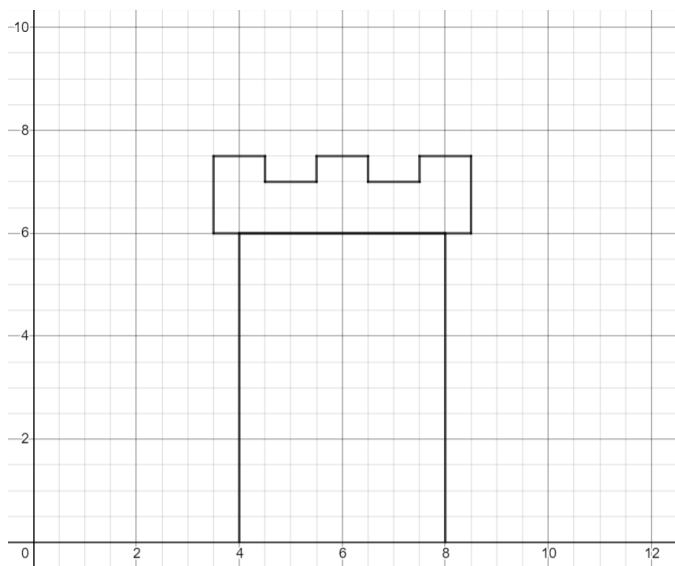
$$y = 1\{x < 2\}$$

$$y = 2\{0 < x < 2\}$$

**Exercise.** Reproduce the graph below. (Note: you can change the line color by clicking and holding the  icon.)



**Exercise.** Add ridges to the top of the graph you produced in the previous example.



**Challenge.** Draw a full castle!



## 1.2 Slanted Lines

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Slope.** Observe the graph as you type each of the following inputs. In general, the line  $y = mx$  goes  $m$  units up per unit it goes right.

$$y = 10x$$

$$y = 1x$$

$$y = 0.1x$$

$$y = 0x$$

$$y = -0.1x$$

$$y = -1x$$

$$y = -10x$$

**Demonstration - Intercept.** Observe the graph as you type each of the following inputs. In general, the graph  $y = mx + b$  crosses the y-axis at the point  $(0, b)$ .

$$y = x + 5$$

$$y = x + 2$$

$$y = x + 1$$

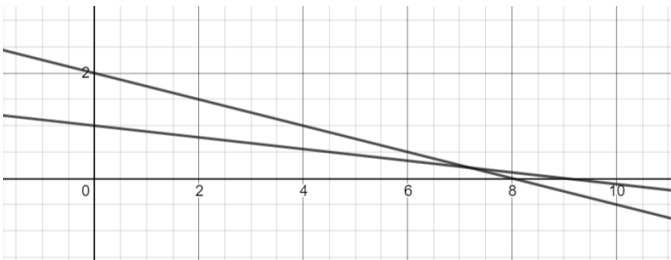
$$y = x + 0$$

$$y = x - 1$$

$$y = x - 2$$

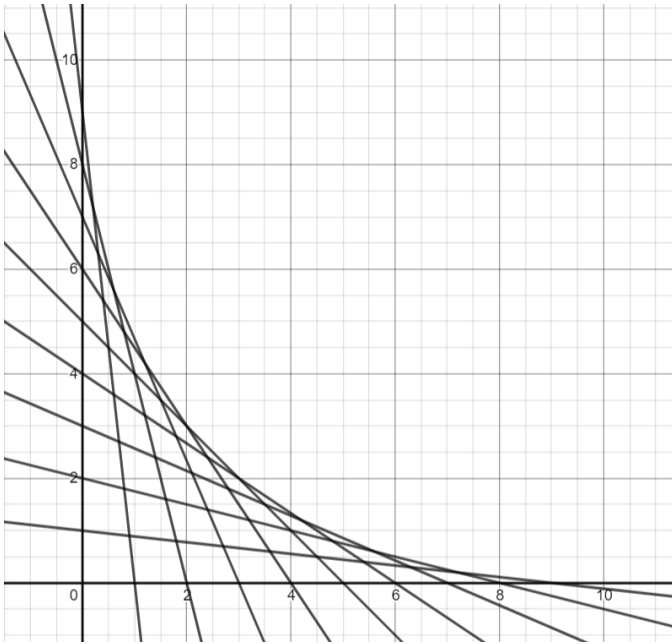
$$y = x - 5$$

**Exercise.** Draw the two lines shown below. (Hint: one of the lines is given by  $y = 1 - \frac{1}{9}x$ )

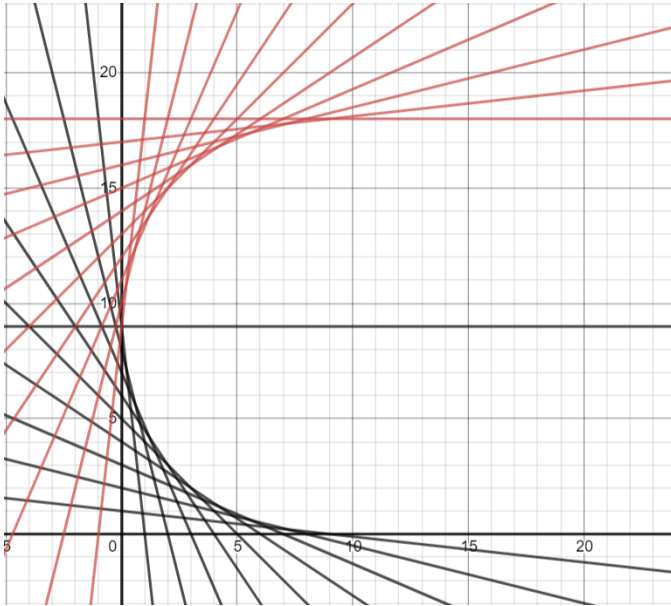




**Exercise.** Draw more lines to reproduce the “spider web” graph shown below.



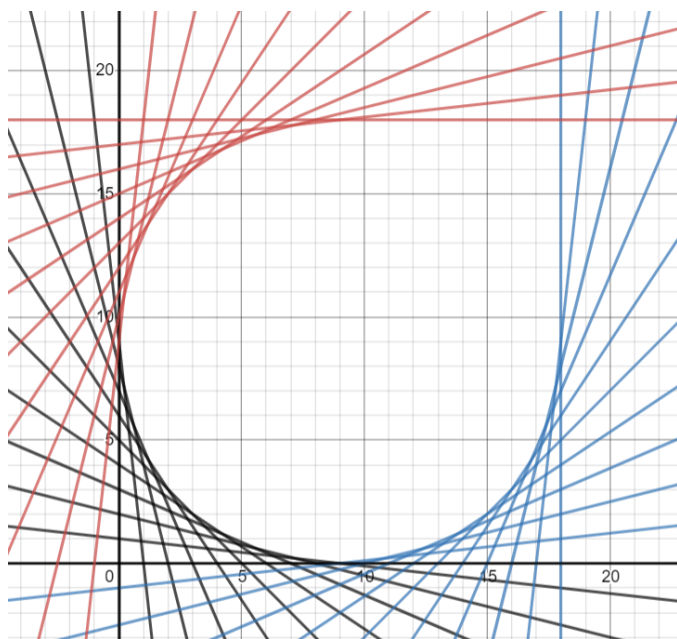
**Exercise.** Draw more lines to reflect the spider web upwards. (Hint: starting with the lines you drew previously, you can make the slopes positive, and adjust the intercepts as needed.)



**Demonstration.** The equation  $y = m(x - a) + b$  creates a line with slope  $m$  through the point  $(a, b)$ .

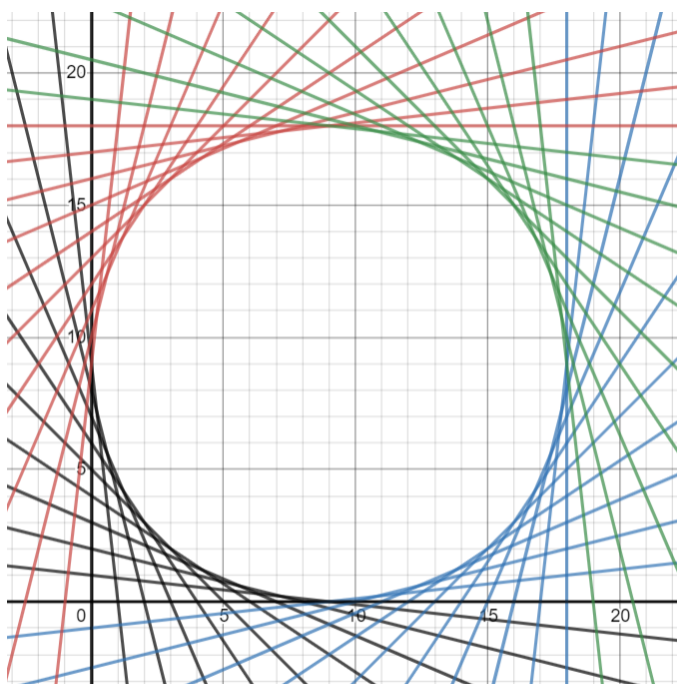
- The line through  $(9, 0)$  with slope  $\frac{1}{9}$  is given by  $y = \frac{1}{9}(x - 9) + 0$ .
- The line through  $(10, 0)$  with slope  $\frac{2}{8}$  is given by  $y = \frac{2}{8}(x - 9) + 0$ .

**Exercise.** Draw more lines to complete the bottom-right portion of your spider web. Two of the lines are given in the previous demonstration.



**Exercise.** Using the equation  $y = m(x - a) + b$ , complete the top-right corner of your spider web. Two lines are provided below.

- The line through  $(18, 17)$  with slope  $-\frac{1}{9}$  is given by  $y = -\frac{1}{9}(x - 18) + 17$ .
- The line through  $(18, 16)$  with slope  $-\frac{2}{8}$  is given by  $y = -\frac{2}{8}(x - 18) + 16$ .



## 1.3 Absolute Value

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Absolute Value.** Observe the graph as you type each of the following inputs. In general, an absolute value graph  $y = m|x|$  makes a “V” shape, with the magnitude of  $m$  controlling the slope of the V, and the sign of  $m$  controlling whether the V opens upward or downward.

$$y = 5|x|$$

$$y = 1|x|$$

$$y = 0.1|x|$$

$$y = -0.1|x|$$

$$y = -1|x|$$

$$y = -5|x|$$

**Demonstration - Shifts.** Observe the graph as you type each of the following inputs. In general, the graph of  $y = m|x - a| + b$  shifts the absolute value graph  $y = m|x|$  so that the pointy part of the “V” occurs at the point  $(a, b)$ .

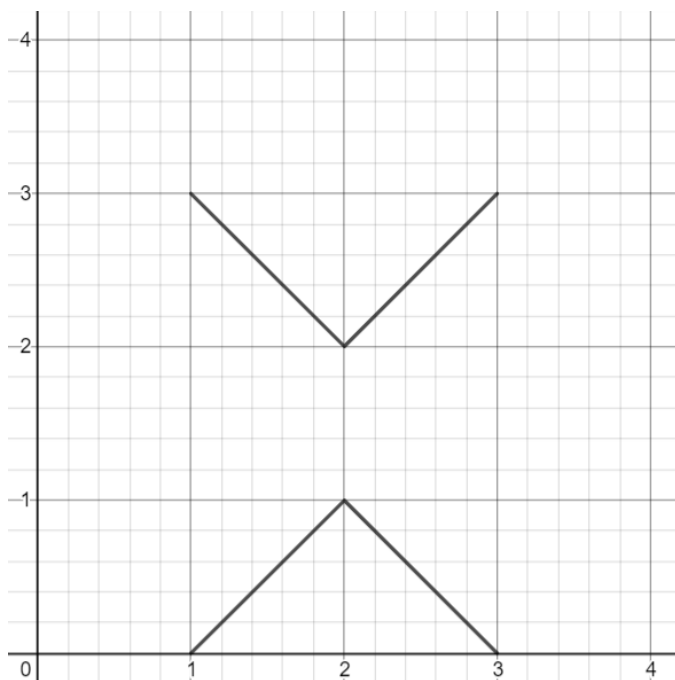
$$y = |x - 1| + 2$$

$$y = -2|x - 1| - 3$$

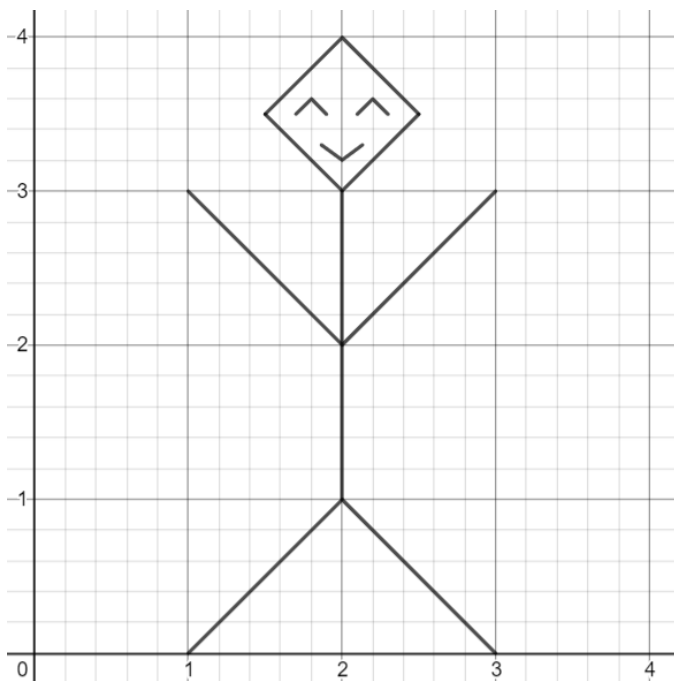
$$y = -0.5|x + 3| - 1$$

$$y = 10|x + 2| + 1$$

**Exercise.** Draw the two absolute value functions shown below. (Hint: Remember that you can limit the domain and range of your functions with parentheses, e.g.  $y = |x|\{-1 < x < 1\}$  or  $y = |x|\{y < 3\}$ )



**Exercise.** Draw more absolute value functions to create a person! (The person's back will be a vertical line, but everything else can be made out of absolute value functions.)



**Challenge.** Try to draw yourself, or your friend! You can include hair, shoes, ears, hands, clothes, etc.)



## Chapter 2

# **Open Curves**



## 2.1 Parabolas

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Parabola.** Observe the graph as you type each of the following inputs. In general, an absolute value graph  $y = mx^2$  makes a “U” shape, with the magnitude of  $m$  controlling the slope of the U, and the sign of  $m$  controlling whether the U opens upward or downward.

$$y = 5x^2$$

$$y = 1x^2$$

$$y = 0.1x^2$$

$$y = -0.1x^2$$

$$y = -1x^2$$

$$y = -5x^2$$

**Demonstration - Shifts.** Observe the graph as you type each of the following inputs. In general, the graph of  $y = m(x - a)^2 + b$  shifts the absolute value graph  $y = mx^2$  so that the hump of the “U” occurs at the point  $(a, b)$ .

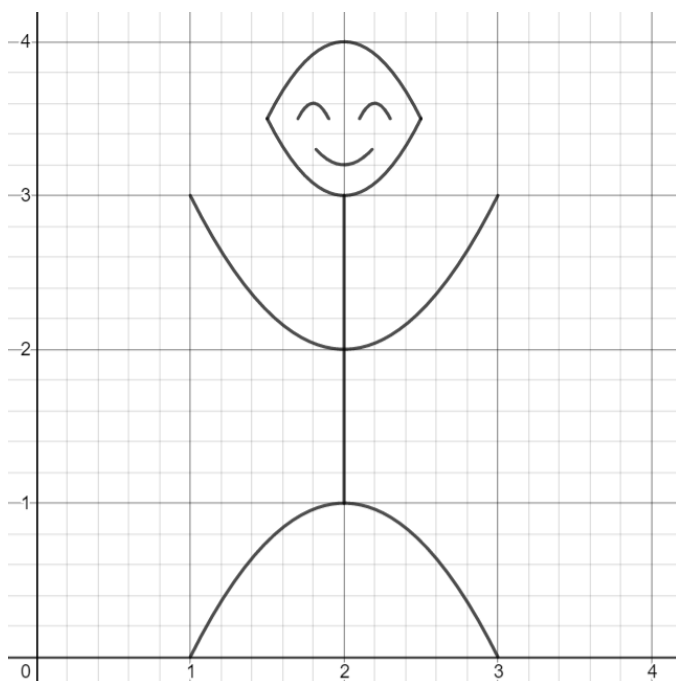
$$y = (x - 1)^2 + 2$$

$$y = -2(x - 1)^2 - 3$$

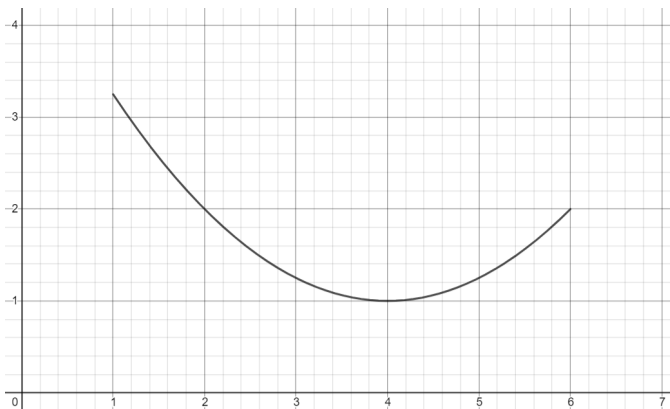
$$y = -0.5(x + 3)^2 - 1$$

$$y = 10(x + 2)^2 + 1$$

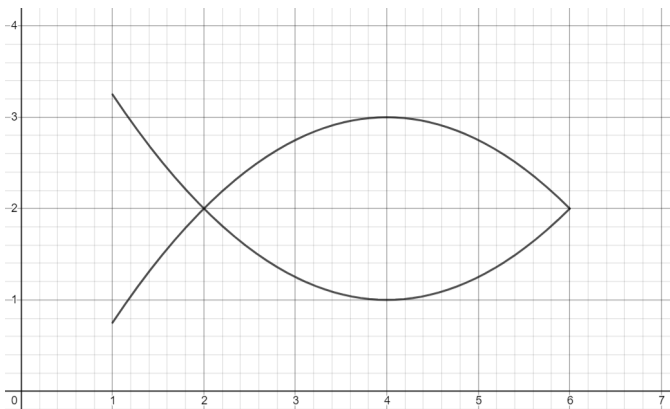
**Exercise.** Previously, you used absolute value functions to create a person. This time, draw the person using parabolas!



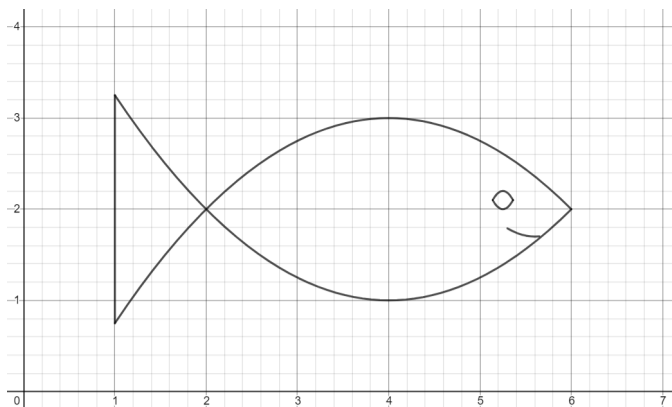
**Exercise.** Draw the portion of the parabola shown below.



**Exercise.** Reflect and shift a copy of the parabola portion drawn previously to form an outline of a fish.



**Exercise.** Complete the final details of the fish.



**Challenge.** Draw a school of fish! You can try to include other sea creatures, as well.





## 2.2 Sine Waves

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Equilibrium.** Observe the graph as you type each of the following inputs. In general, the graph of  $y = \sin x$  looks like an infinite wavy squiggle oscillating up and down around an equilibrium at  $y = 0$ . The graph  $y = \sin(x) + b$  shifts the equilibrium of the wavy squiggle to the line  $y = b$ .

$$y = \sin(x) + 5$$

$$y = \sin(x) + 1$$

$$y = \sin(x) + 0$$

$$y = \sin(x) - 1$$

$$y = \sin(x) - 5$$

**Demonstration - Frequency.** Observe the graph as you type each of the following inputs. The “frequency” of a sine wave refers to how quickly or “frequently” it oscillates. For a sine wave  $y = \sin(vx)$ , the frequency is controlled by  $v$ . If you double  $v$ , then the sine wave will oscillate twice as frequently; if you halve  $v$ , then the sine wave will oscillate half as frequently. If you set  $v = 0$ , then the sine wave will not oscillate at all.

$$y = \sin(x)$$

$$y = \sin(2x)$$

$$y = \sin(4x)$$

$$y = \sin(x)$$

$$y = \sin(0.5x)$$

$$y = \sin(0.25x)$$

**Demonstration - Amplitude.** Observe the graph as you type each of the following inputs. The “amplitude” of a sine wave refers to how high/low its peaks/valleys are in relation to its equilibrium. For a sine wave  $y = A \sin(x)$ , the amplitude is controlled by  $A$ . The peaks of the sine wave reach a height of  $A$ , and the valleys of the sine wave reach a depth of  $-A$ .

$$y = 5 \sin(x)$$

$$y = 1 \sin(x)$$

$$y = 0.25 \sin(x)$$

**Demonstration - Horizontal Shift.** Observe the graph as you type each of the following inputs. The sine graph  $y = \sin(x - a)$  is shifted right  $a$  units, meaning that each peak and each valley occurs  $a$  units right of its original location.

$$y = \sin(x)$$

$$y = \sin(x - 1)$$

$$y = \sin(x - 1.57)$$

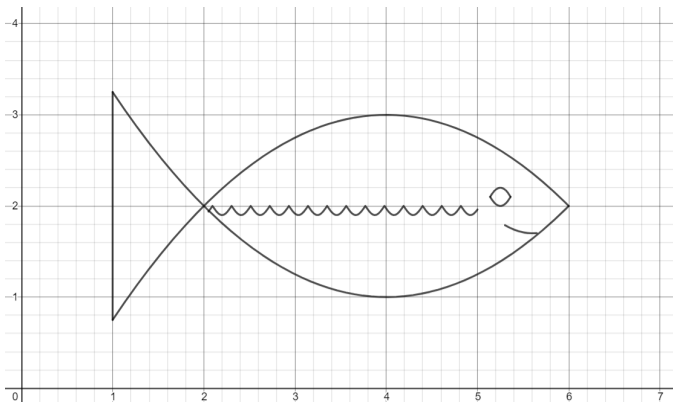
$$y = \sin(x - 2)$$

**Demonstration - Composition with Absolute Value.** Observe the graph as you type each of the following inputs.

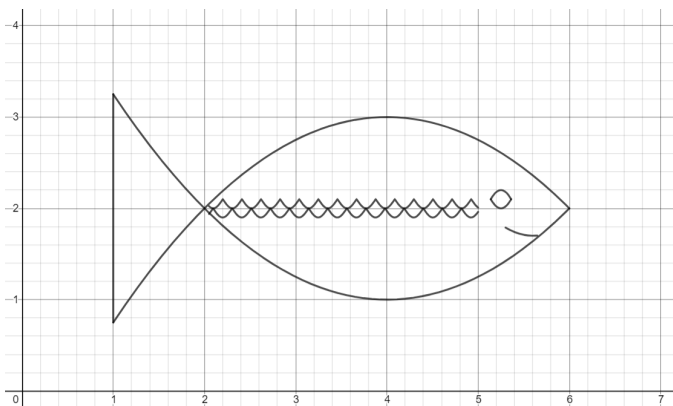
$$y = |\sin(x)|$$

$$y = -|\sin(x)|$$

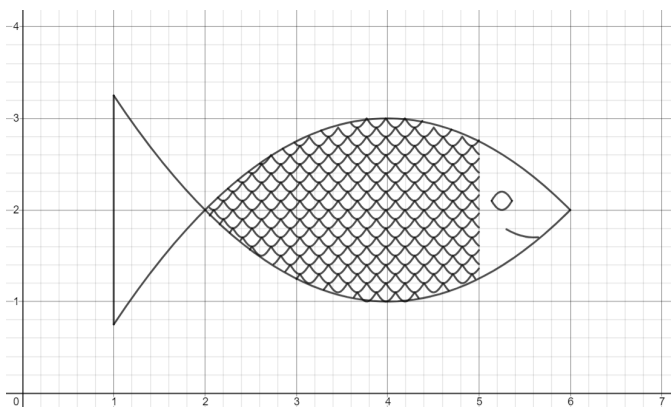
**Exercise.** Previously, you drew a fish using parabolas. Now, create a layer of scales on it, using a function of the form  $y = -A|\sin(x)| + b$ .



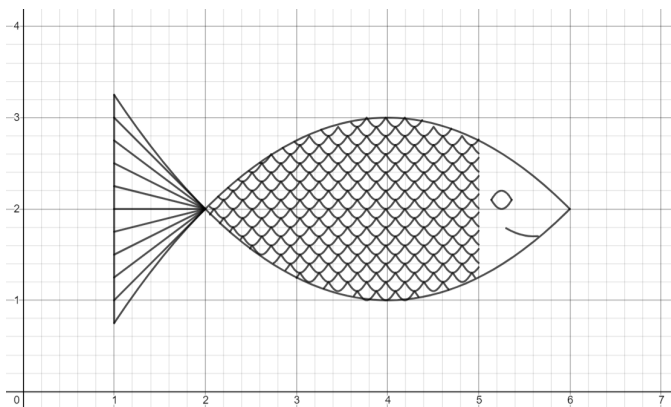
**Exercise.** Now, create a second layer of scales, using a function of the form  $y = -A|\sin(x - a)| + b$ . The peaks of the first layer should line up with the valleys of the second layer.



**Exercise.** Continue making layers of scales until the fish is completely scaled.



**Exercise.** Lastly, use lines to create spines in the tail of the fish.



**Challenge.** Try to draw other scaled creatures, such as a snake!



## 2.3 Roots

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Root Graph.** Observe the graph as you type each of the following inputs. In general, the graph  $y = m\sqrt{x - a}$  makes an “r” shape that is shifted right  $a$  units and stretched vertically by a factor of  $m$ .

$$y = \sqrt{x}$$

$$y = 5\sqrt{x}$$

$$y = 0.2\sqrt{x}$$

$$y = \sqrt{x - 2}$$

$$y = \sqrt{x + 3}$$

**Demonstration - Reflections.** Observe the graph as you type each of the following inputs. In general, the graph  $y = \sqrt{-(x - a)}$  is the graph of  $y = \sqrt{x - a}$  reflected over the y-axis, and the graph of  $y = -\sqrt{x - a}$  is the graph of  $y = \sqrt{x - a}$  reflected over the x-axis.

$$y = \sqrt{-x}$$

$$y = \sqrt{-(x - 2)}$$

$$y = -\sqrt{x - 5}$$

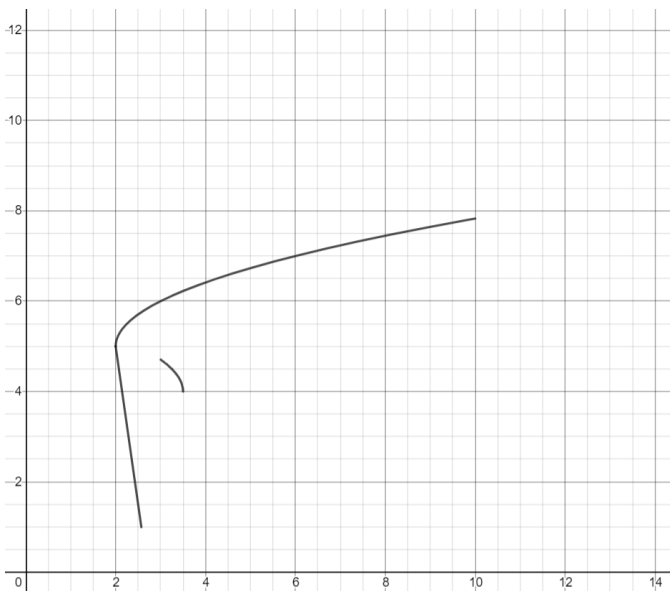
$$y = -\sqrt{-(x - 5)}$$



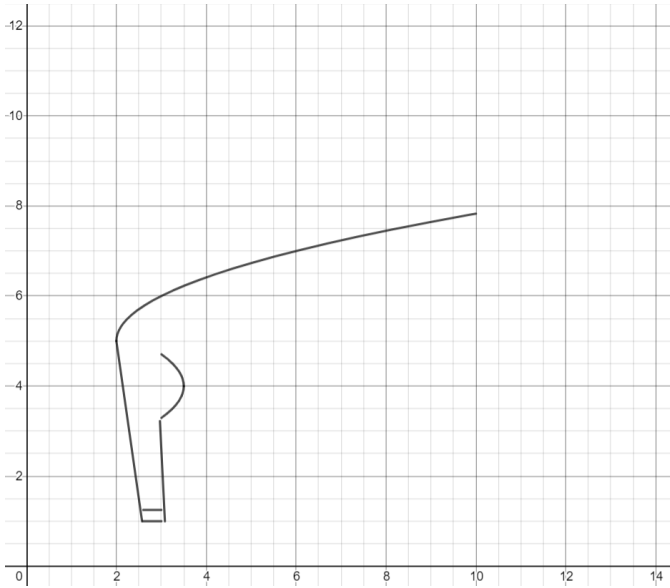
**Exercise.** Reproduce the graph shown below using a square root function of the form  $y = m\sqrt{x - a} + b$ . This will form the back of a “root deer”.



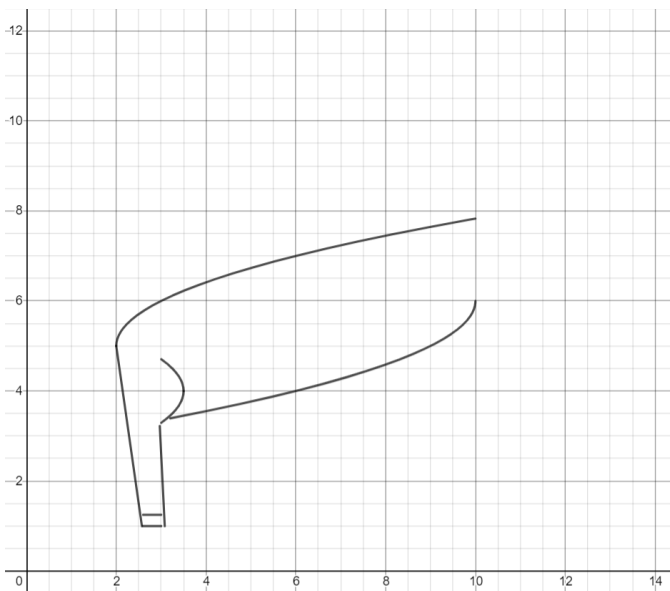
**Exercise.** Draw the back hip of the deer using a root function, and the back leg of the deer using a line.



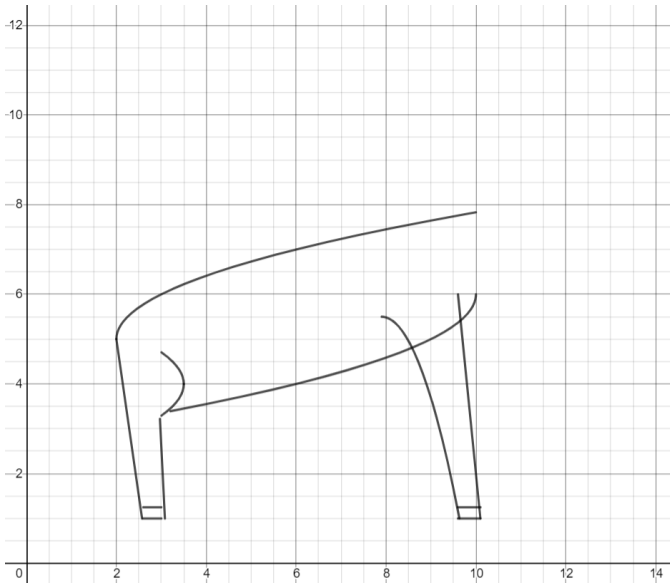
**Exercise.** Complete the back leg of the deer.



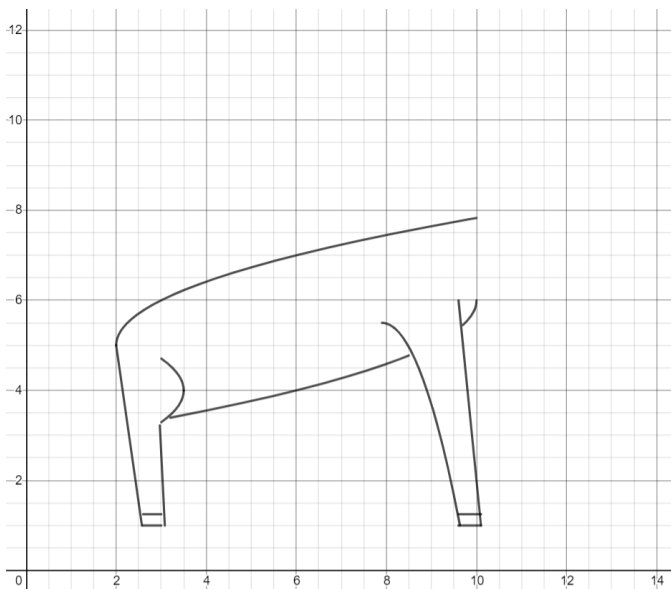
**Exercise.** Use another root function to draw the belly of the deer.



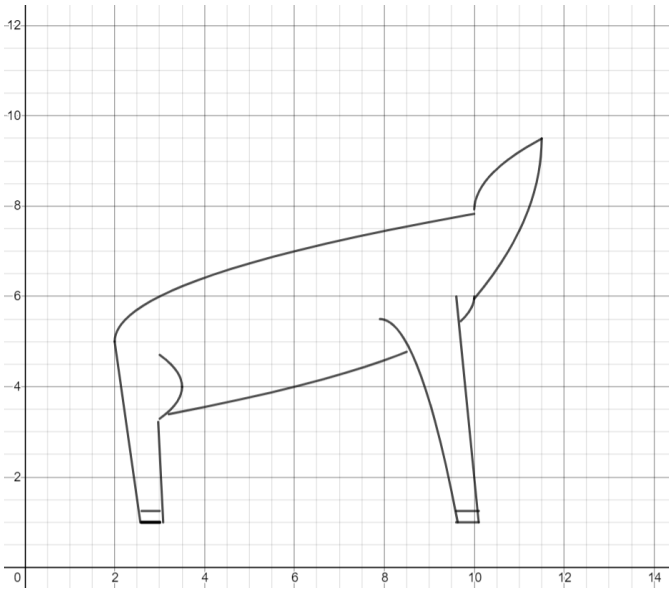
**Exercise.** Use lines and a parabola to draw the front leg of the deer.



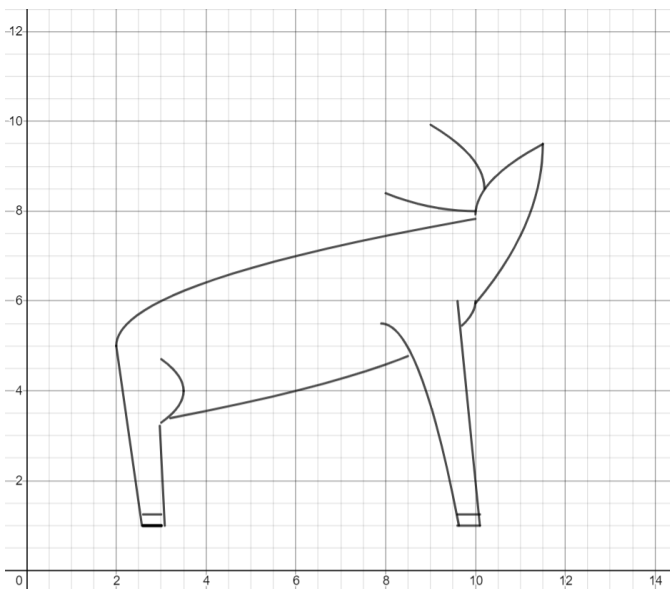
**Exercise.** Break the belly of the deer into two separate functions so that it does not cross over the deer's front leg.



**Exercise.** Draw the head of the deer using two root functions.

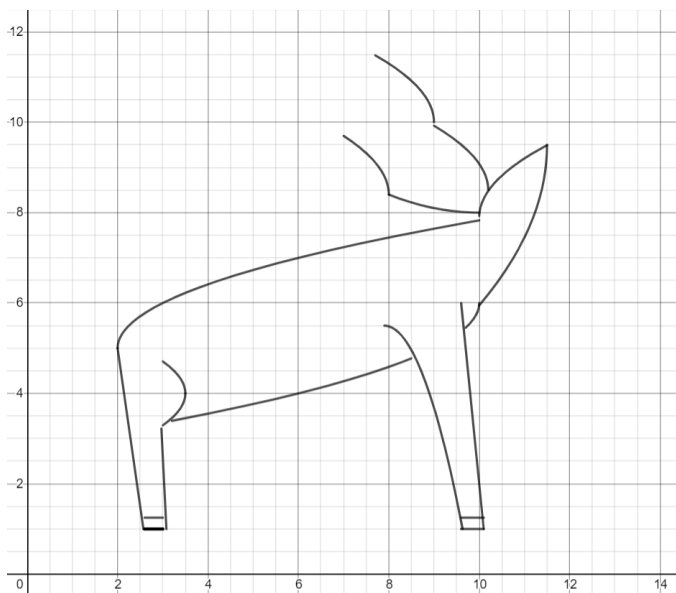


**Exercise.** Draw antlers on the deer. You can use a root function for the upper antler, and a parabola for the lower antler.

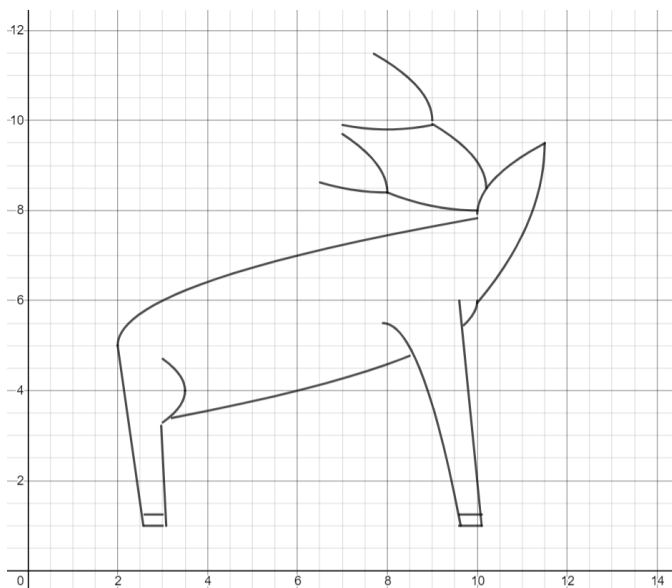




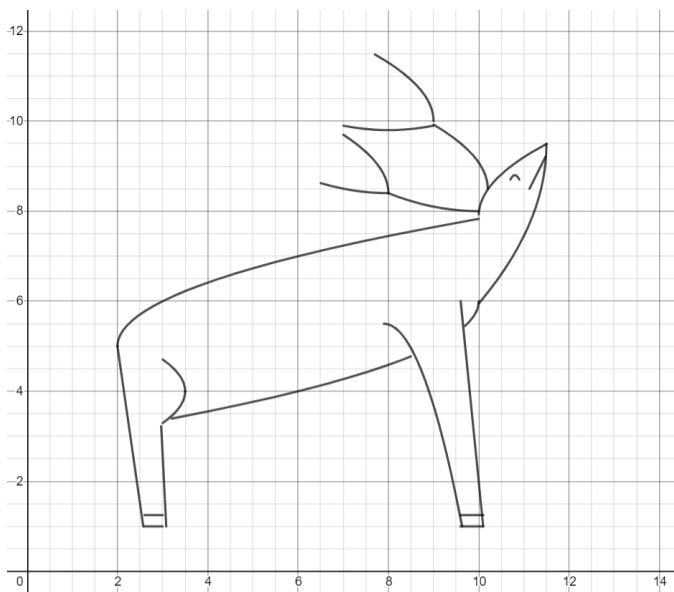
**Exercise.** Use a root function to draw an upper branch of antlers on each of the antlers previously drawn.



**Exercise.** Use a parabola to draw a lower branch of antlers below each of the antlers previously drawn.



**Exercise.** Use lines and a parabola to complete the face of the deer.



**Challenge.** Draw another woodland creature, such as a hedgehog.



# Chapter 3

## **Closed Curves**



## 3.1 Shading with Sine

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - High Frequency.** Observe the graph as you type each of the following inputs. In general, the graph of  $y = \sin(vx)$  looks more and more solid as  $v$  increases.

$$y = \sin(x)$$

$$y = \sin(10x)$$

$$y = \sin(100x)$$

$$y = \sin(1000x)$$

**Demonstration - Thickening a Curve.** Observe the graph as you type each of the following inputs. In general, for large  $v$ , the graph of  $y = f(x) + A \sin(vx)$  thickens the curve  $y = f(x)$  to have a vertical thickness of  $2A$ .

$$y = x + 0.1 \sin(1000x)$$

$$y = x^2 + 0.1 \sin(1000x)$$

$$y = x^2 + 0.5 \sin(1000x)$$

$$y = \sin(x) + 0.1 \sin(1000x)$$

$$y = \sin(x) + 0.5 \sin(1000x)$$

**Demonstration - Varying Amplitude.** Observe the graph as you type each of the following inputs. In general, when  $v$  is large, the graph of  $y = f(x) \sin(vx)$  shades the area between the graphs of  $y = -f(x)$  and  $y = f(x)$

$$y = x \sin(1000x)$$

$$y = x^2 \sin(1000x)$$

$$y = (\sin x) \sin(1000x)$$

**Demonstration - Shifts.** Observe the graph as you type each of the following inputs. In general, the graph of  $y = f(x - a) \sin(vx) + b$  is the graph of  $y = f(x) \sin(vx)$  shifted right by  $a$  units and up by  $b$  units.

$$y = x^2 \sin(1000x)$$

$$y = (x - 2) \sin(1000x) + 5$$



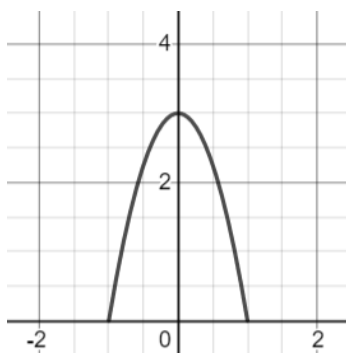
**Demonstration - Limitations.** Observe the graph as you type each of the following inputs.

$$y = \sin(1000x)\{5 < x < 10\}$$

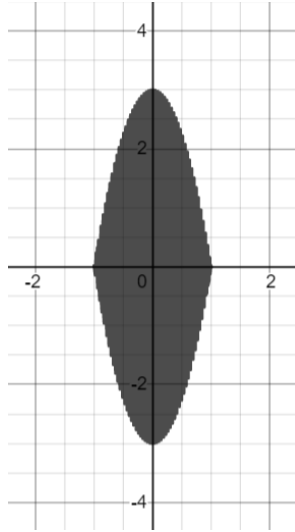
$$y = (x - 2)^2 \sin(1000x)\{2 < x < 4\}$$

$$y = (\sqrt{x - 3}) \sin(1000x) + 5 \{3 < x < 4\}$$

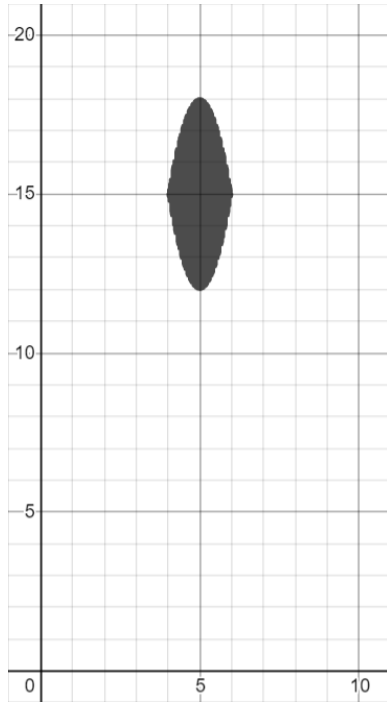
**Exercise.** Reproduce the downward parabola shown below.



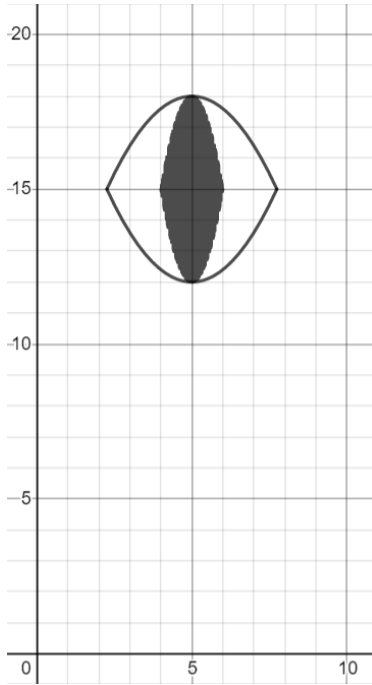
**Exercise.** Use the parabola as the amplitude of a high-frequency sine function to create a shaded area.



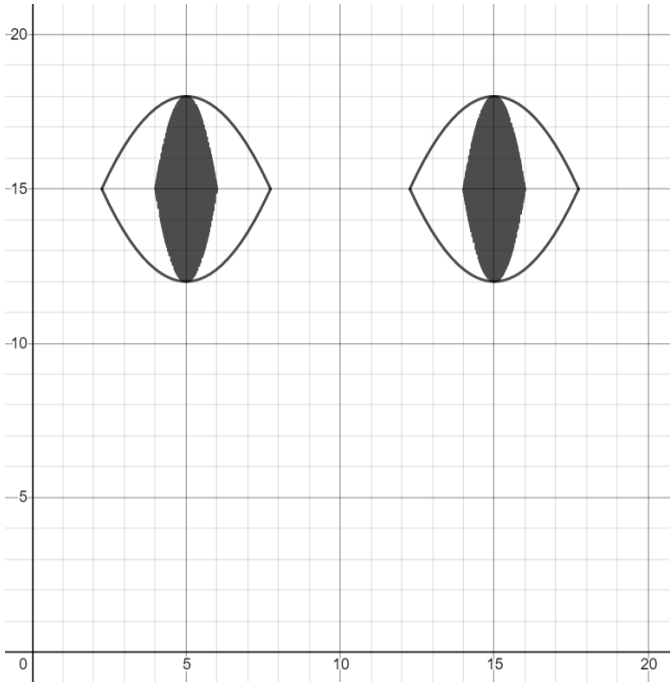
**Exercise.** Shift the shaded area up and right.



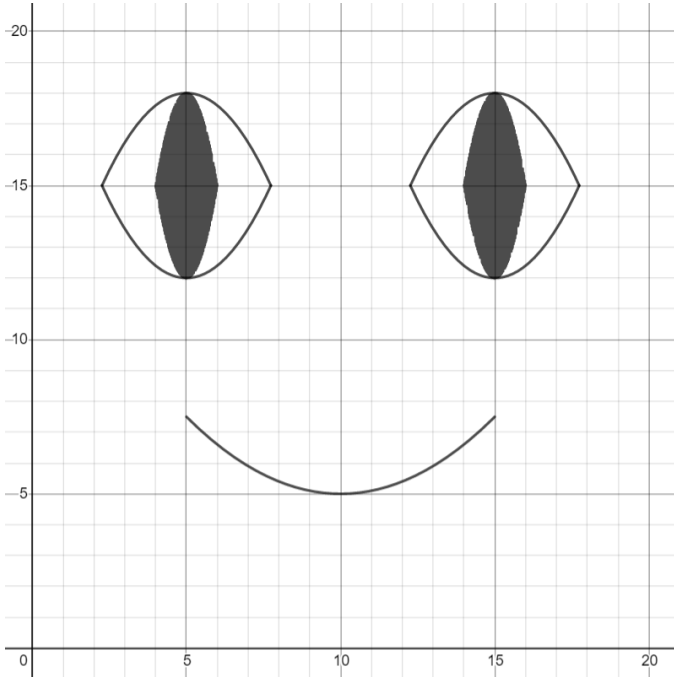
**Exercise.** Draw parabolas around the shaded area to create an eye.



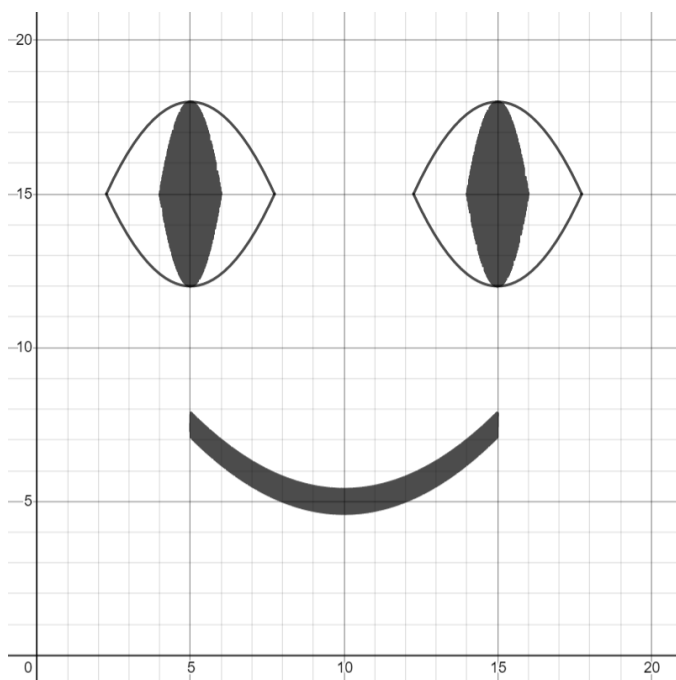
**Exercise.** Create another eye.



**Exercise.** Create a parabola in the shape of a mouth.



**Exercise.** Thicken the parabola that forms the shape of the mouth.



**Challenge.** Make other kinds of emoji faces, such as a sad face or a laughing face.





## 3.2 Euclidean Ellipses

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Circles.** Observe the graph as you type each of the following inputs. In general, the graph of  $(x - a)^2 + (y - b)^2 = r^2$  makes a circle with radius  $r$  centered at the point  $(a, b)$

$$(x - 0)^2 + (y - 0)^2 = 1^2$$

$$(x - 2)^2 + (y - 3)^2 = 2^2$$

$$(x + 5)^2 + (y - 2)^2 = 3^2$$

**Demonstration - Ellipses.** Observe the graph as you type each of the following inputs. In general, the graph of  $\left(\frac{x-a}{A}\right)^2 + \left(\frac{y-b}{B}\right)^2 = 1$  makes an ellipse with horizontal radius  $A$  and vertical radius  $B$  centered at the point  $(a, b)$ .

$$\left(\frac{x-0}{1}\right)^2 + \left(\frac{y-0}{2}\right)^2 = 1$$

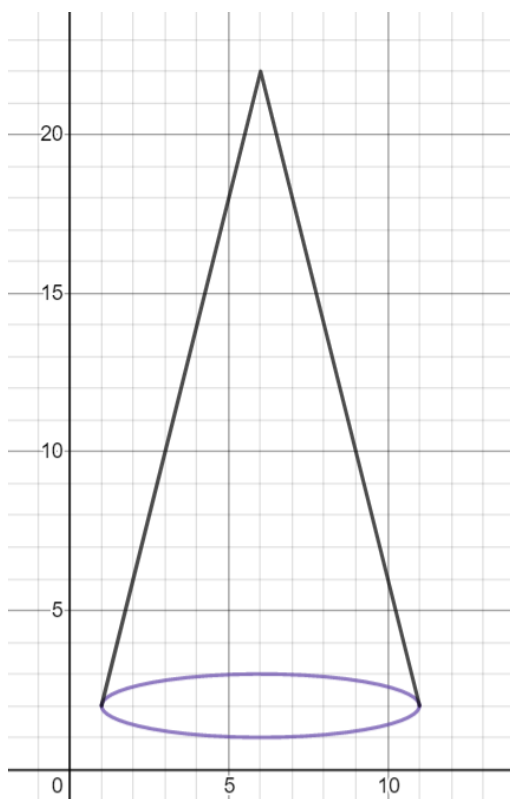
$$\left(\frac{x-2}{2}\right)^2 + \left(\frac{y-3}{5}\right)^2 = 1$$

**Demonstration - Shading.** Observe the graph as you type each of the following inputs. In general, for large  $v$ , the graph of  $\left(\frac{x-a}{A}\right)^2 + \left(\frac{y+A \sin(vx)-b}{B}\right)^2 = 1$  shades vertically around the graph of  $\left(\frac{x-a}{A}\right)^2 + \left(\frac{y-b}{B}\right)^2 = 1$  with thickness  $2A$ .

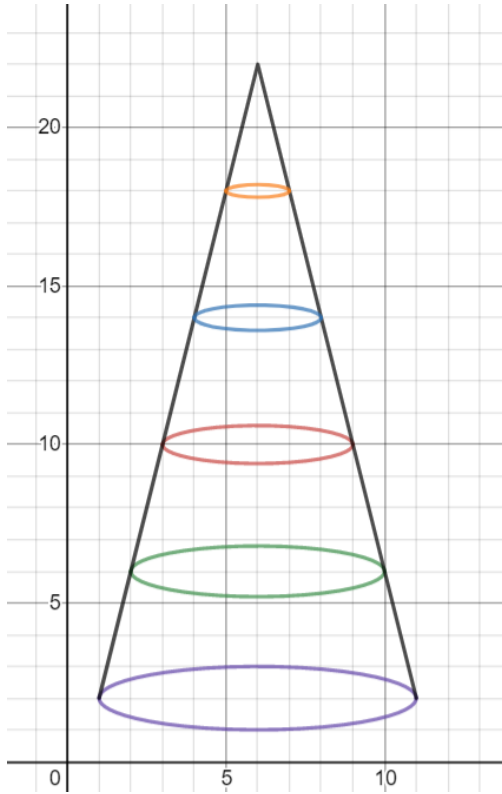
$$\left(\frac{x-0}{1}\right)^2 + \left(\frac{y+.1 \sin(1000x)-0}{2}\right)^2 = 1$$

$$\left(\frac{x-2}{2}\right)^2 + \left(\frac{y+.4 \sin(1000x)-3}{5}\right)^2 = 1$$

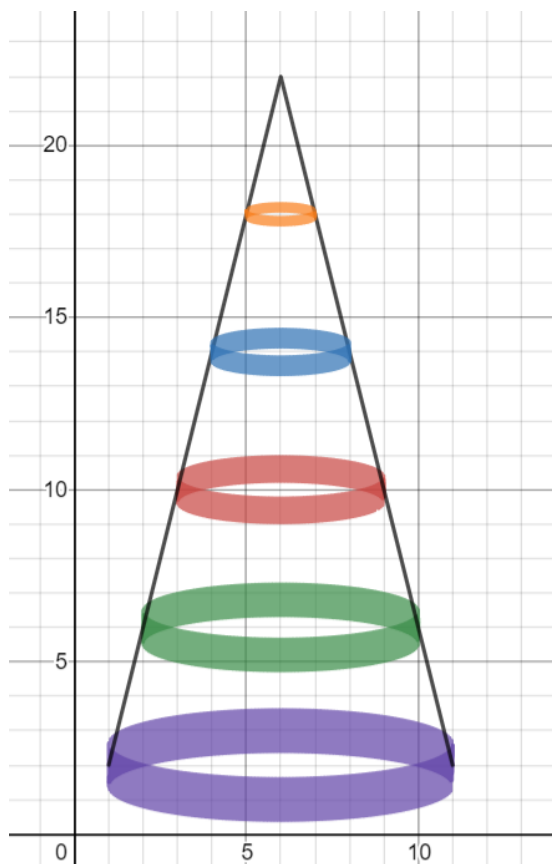
**Exercise.** Use an absolute value function together with an ellipse to draw a cone.



**Exercise.** Stack ellipses vertically on the cone.



**Exercise.** Thicken the ellipses to form cylindrical shells.



**Challenge.** Try stacking cylindrical shells on the peaks of  $y = \sin x$ .



## 3.3 Non-Euclidean Ellipses

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Non-Euclidean Circles.** Observe the graph as you type each of the following inputs. In general, the graph of the unit circle is given by  $|x|^n + |y|^n = 1$ . For  $n = 2$ , this makes a Euclidean circle, i.e. all those points whose distance from the origin is 1, where distance is measured by the Euclidean metric  $\sqrt{x^2 + y^2}$ . For other values of  $n$ , these equations make non-Euclidean circles, i.e. all the points whose “distance” from the origin is 1, where distance is measured by the metric  $\sqrt[n]{|x|^n + |y|^n}$ .

$$|x|^4 + |y|^4 = 1$$

$$|x|^3 + |y|^3 = 1$$

$$|x|^2 + |y|^2 = 1$$

$$|x|^1 + |y|^1 = 1$$

$$|x|^{0.8} + |y|^{0.8} = 1$$

$$|x|^{0.5} + |y|^{0.5} = 1$$

$$|x|^{0.2} + |y|^{0.2} = 1$$

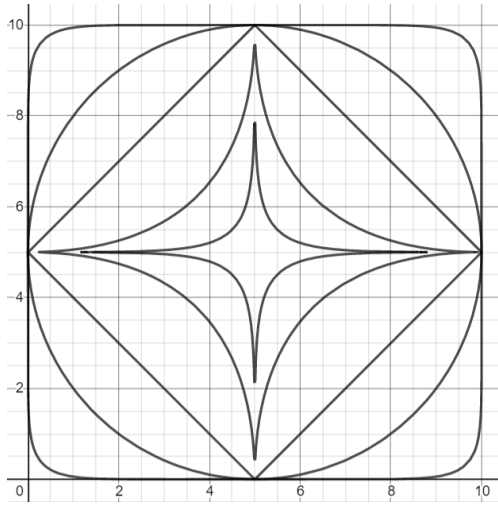
**Demonstration - Non-Euclidean Ellipses.** Observe the graph as you type each of the following inputs. In general, the graph of  $\left|\frac{x-a}{A}\right|^n + \left|\frac{y-b}{B}\right|^n = 1$  makes an ellipse with horizontal radius  $A$  and vertical radius  $B$  centered at the point  $(a, b)$ . When  $n \neq 2$ , this is a non-Euclidean ellipse.

$$\left|\frac{x-0}{1}\right|^{10} + \left|\frac{y-0}{2}\right|^{10} = 1$$

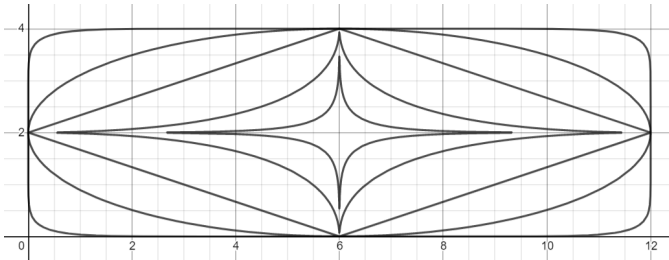
$$\left|\frac{x-3}{2}\right|^{0.8} + \left|\frac{y-5}{5}\right|^{0.8} = 1$$



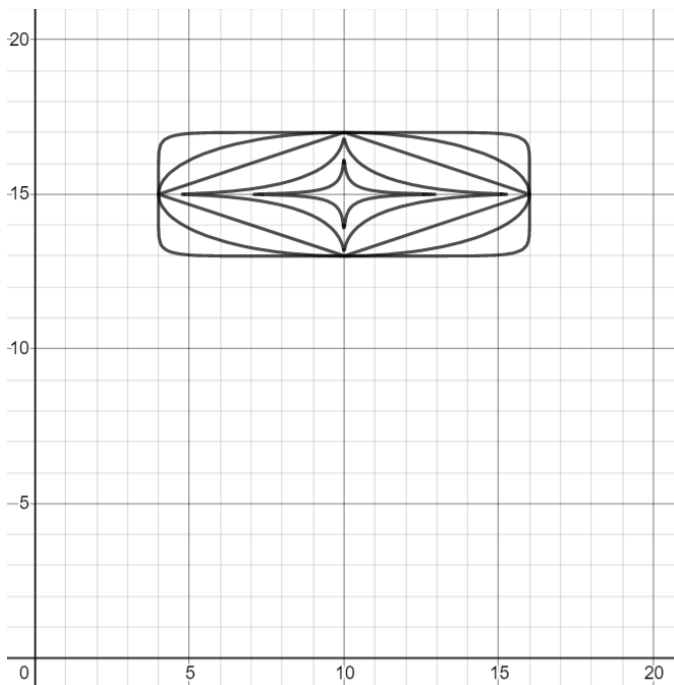
**Exercise.** Reproduce the graph shown below using non-Euclidean circles.



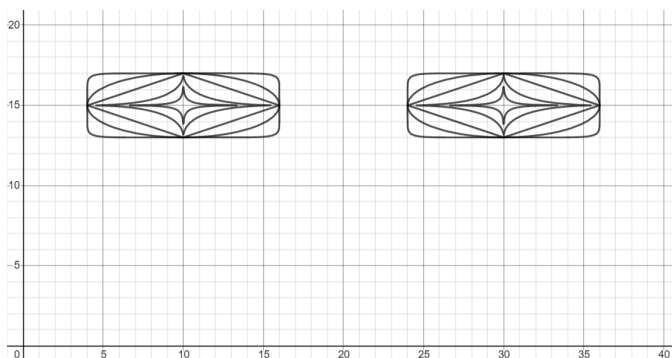
**Exercise.** Change the non-Euclidean circles to non-Euclidean ellipses in the previous exercise to reproduce the graph shown below.



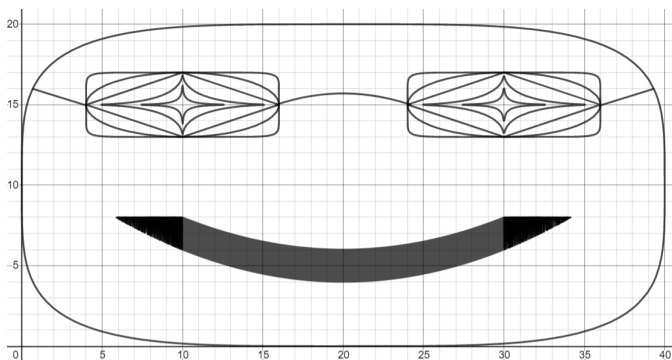
**Exercise.** Shift the ellipses right and up to produce the graph below.



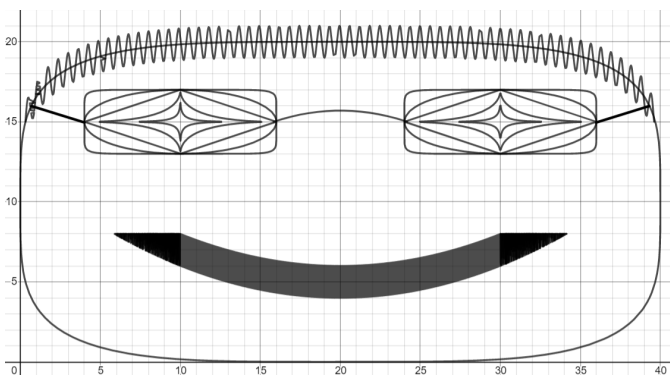
**Exercise.** Create another set of ellipses, shifted right of the original set.



**Exercise.** Add some details to form a face. The head can be made using a non-Euclidean ellipse, the frame of the glasses can be made using a parabola and two lines, and the smile can be made using a parabola with sine shading.



**Exercise.** Lastly, add some hair on the head. You can do this by duplicating the biggest ellipse that outlines the face, restricting the range, and shading via sine.



**Challenge.** Try to make a narrower face with longer hair.

# Chapter 4

## **Trigonometry**



## 4.1 Rotation

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Rotation.** Observe the graph as you type each of the following inputs. In general, a graph can be rotated by an angle of  $\theta$  about the origin by replacing  $x$  and  $y$  with the following expressions:

$$x \rightarrow x \cos \theta + y \sin \theta$$

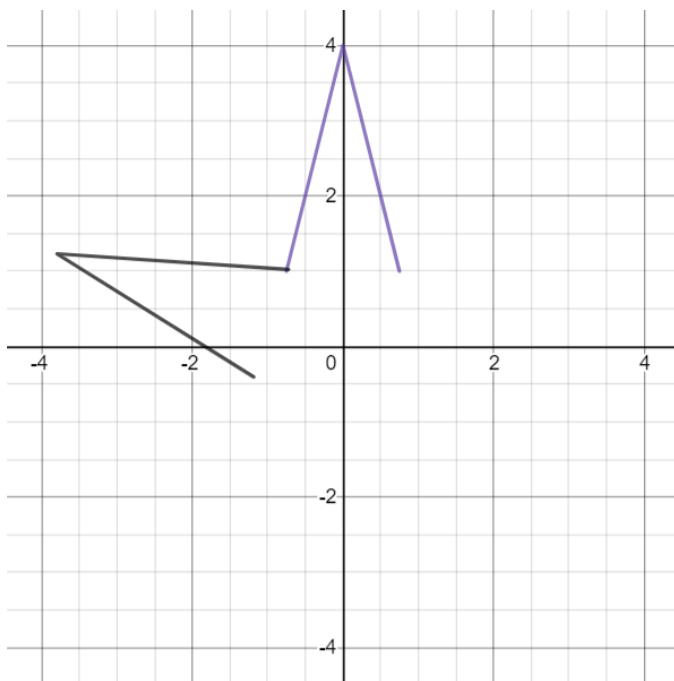
$$y \rightarrow y \cos \theta - x \sin \theta$$

Note that  $\theta$  should be given in radians, and one can convert degrees to radians by multiplying by the conversion factor  $\frac{\pi}{180}$ .

$$y \cos \frac{\pi}{6} - x \sin \frac{\pi}{6} = (x \cos \frac{\pi}{6} + y \sin \frac{\pi}{6})^2$$

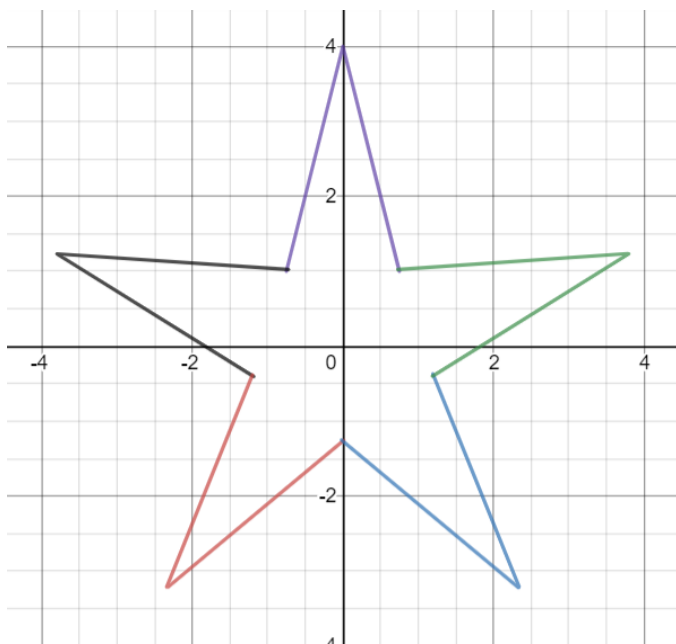
$$\left( \frac{x \cos \frac{\pi}{4} + y \sin \frac{\pi}{4}}{4} \right)^2 + \left( \frac{y \cos \frac{\pi}{4} - x \sin \frac{\pi}{4}}{2} \right)^2 = 1$$

**Exercise.** Reproduce the graph below by drawing an absolute value function and then rotating it a fifth of a circle counterclockwise.

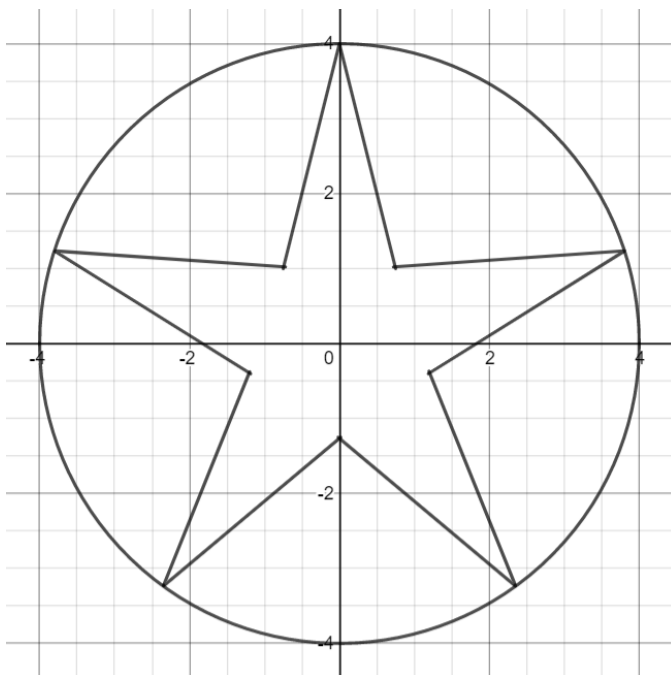




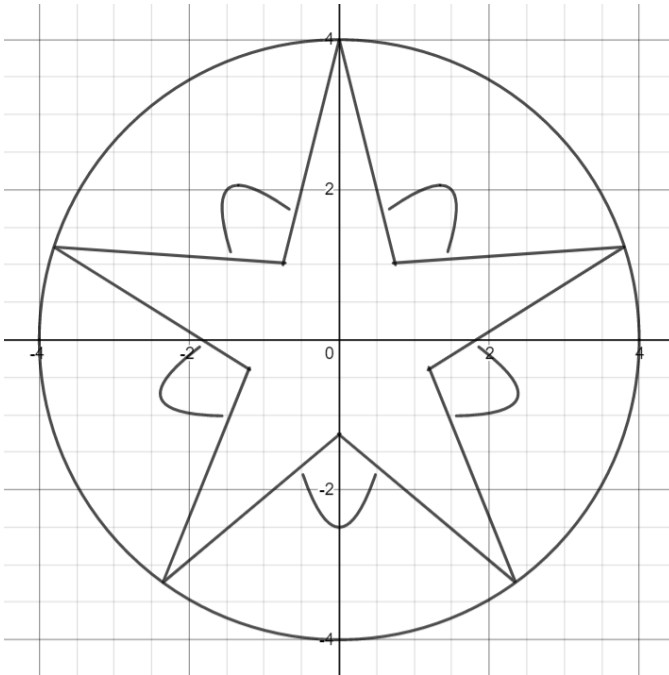
**Exercise.** Continue drawing rotated absolute value functions to form a star.



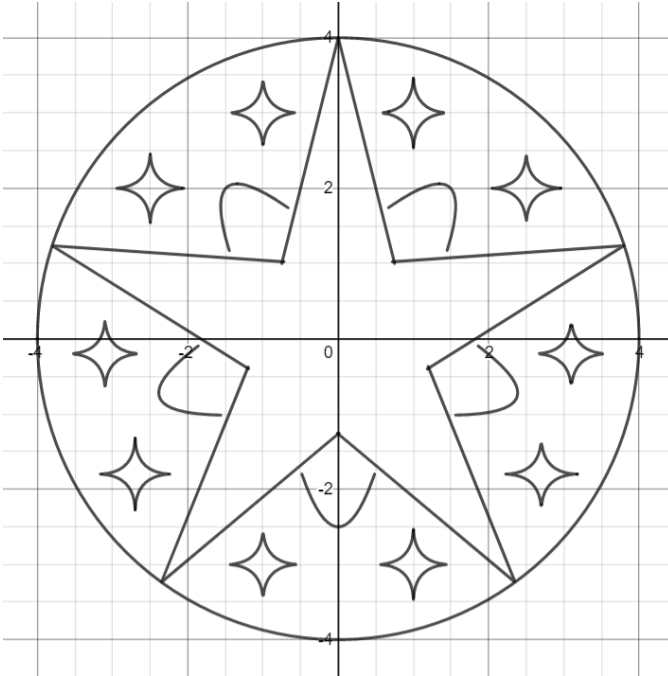
**Exercise.** Draw a circle that passes through the sharp points of the star.



**Exercise.** Add a background layer by drawing rotated parabolas.



**Exercise.** Finally, add non-Euclidean ellipses to the background.



**Challenge.** Create your own emblem.

## 4.2 Lissajous Curves

**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Lissajous Curves.** Lissajous curves take the form

$$\begin{aligned}x &= \sin(t) \\ y &= \sin(at + b)\end{aligned}$$

for some values of  $a$  and  $b$ . Observe the graph as you type each of the following Lissajous plot inputs, with  $0 \leq t \leq 100$ .

$$(\sin(t), \sin(t + 1))$$

$$(\sin(t), \sin(t + 2))$$

$$(\sin(t), \sin(t + 3))$$

$$(\sin(t), \sin(2t + 1))$$

$$(\sin(t), \sin(3t + 1))$$

$$(\sin(t), \sin(4t + 1))$$

$$(\sin(t), \sin(5t + 1))$$

$$(\sin(t), \sin(1.1t + 1))$$

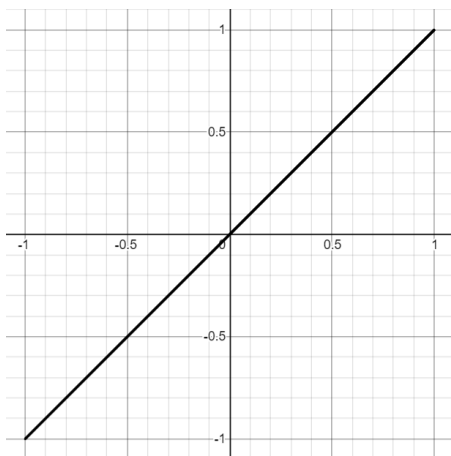
$$(\sin(t), \sin(1.2t + 1))$$

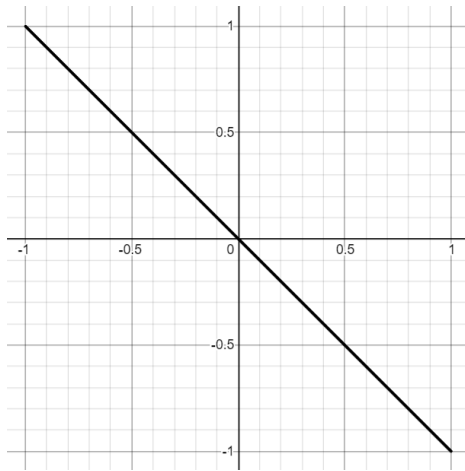
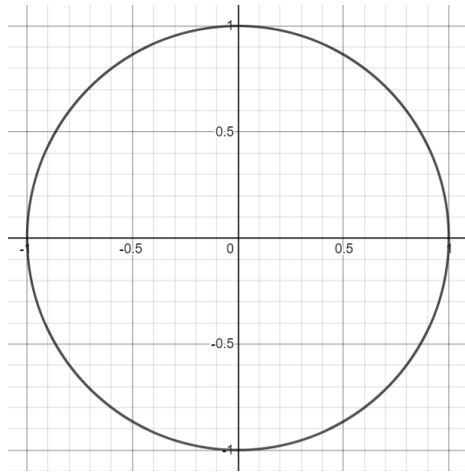
$$(\sin(t), \sin(1.3t + 1))$$

$$(\sin(t), \sin(1.4t + 1))$$

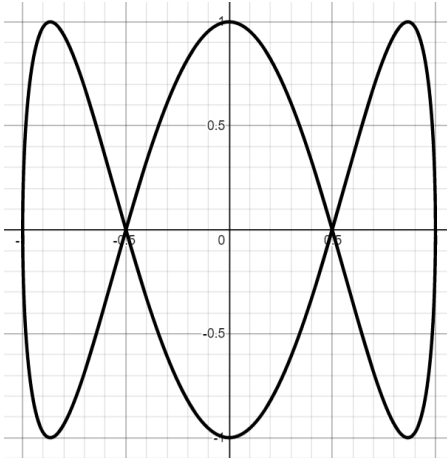
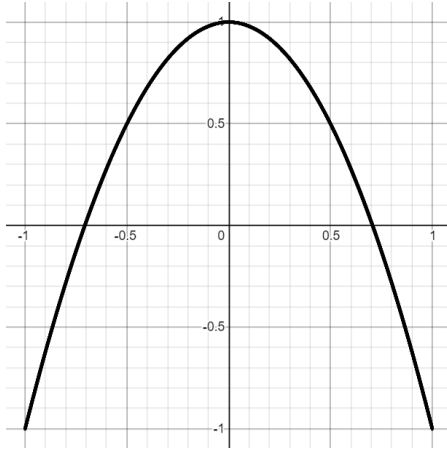
$$(\sin(t), \sin(1.5t + 1))$$

**Exercise.** Attempt to reproduce the graphs below by setting  $a = 1$  and varying the  $b$  parameter in the Lissajous curve equations. You may have to play with the parameter a bit to get a sense of what it controls.

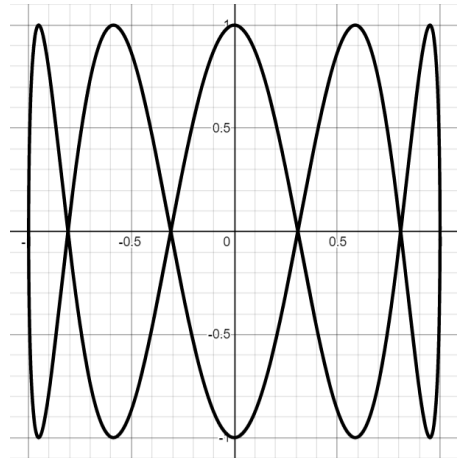
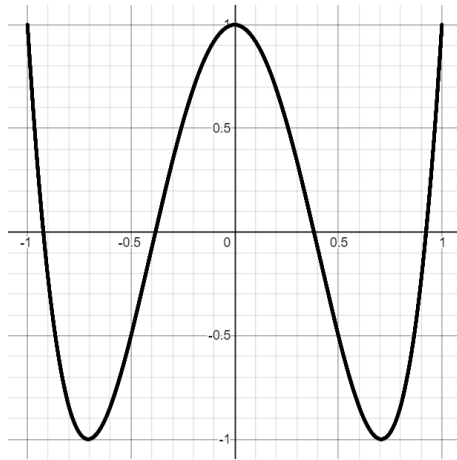




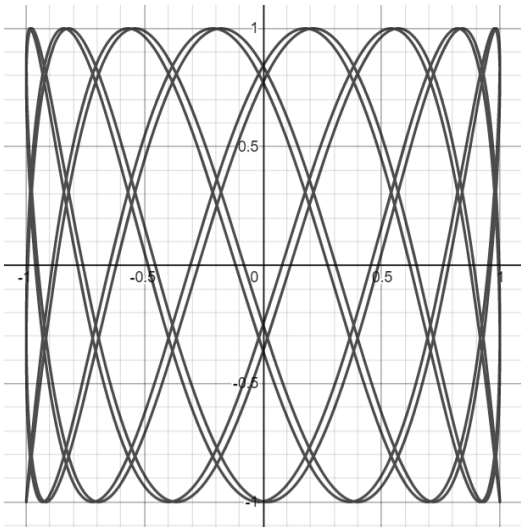
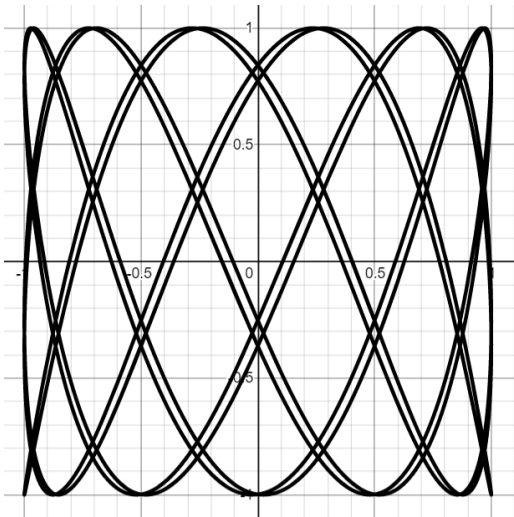
**Exercise.** Attempt to reproduce the graphs below by setting  $b = \frac{\pi}{2}$  and varying the  $a$  parameter in the Lissajous curve equations. You may have to play with the parameter  $a$  a bit to get a sense of what it controls.

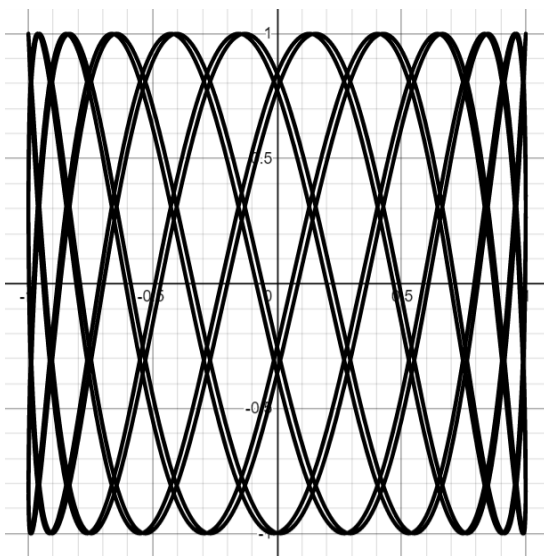
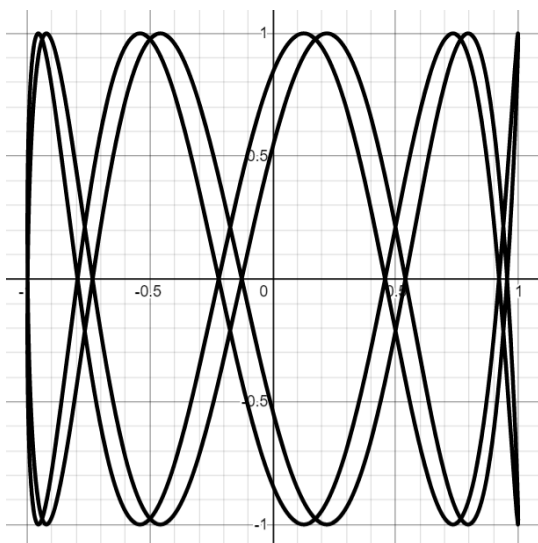






**Challenge.** Attempt to reproduce the Lissajous graphs below by setting  $b = 1$  and varying  $a$ .





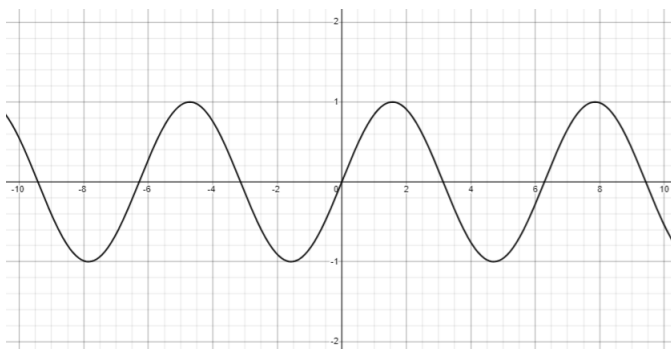


## 4.3 Composition Waves and Implicit Trig Patterns

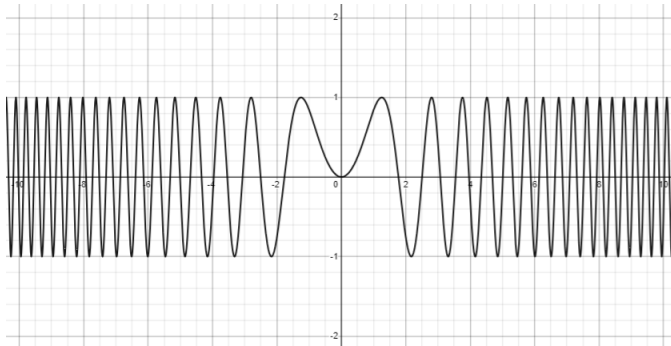
**Setup.** Navigate to <https://www.desmos.com/calculator>. Be sure to sign in so that you can save your graph.

**Demonstration - Composition Waves.** Observe the graph as you type each of the following inputs.

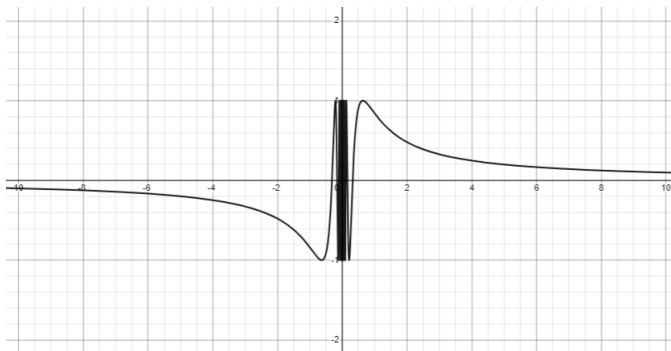
$$y = \sin(x)$$



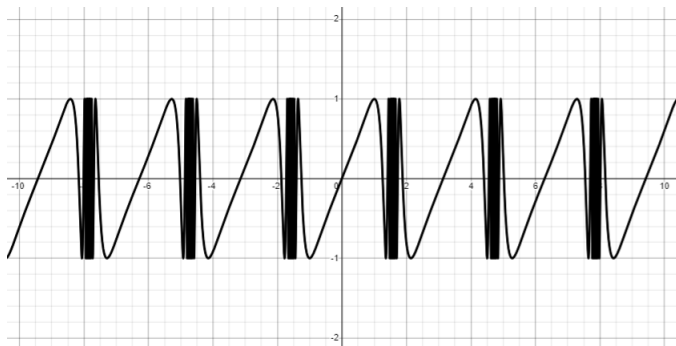
$$y = \sin(x^2)$$



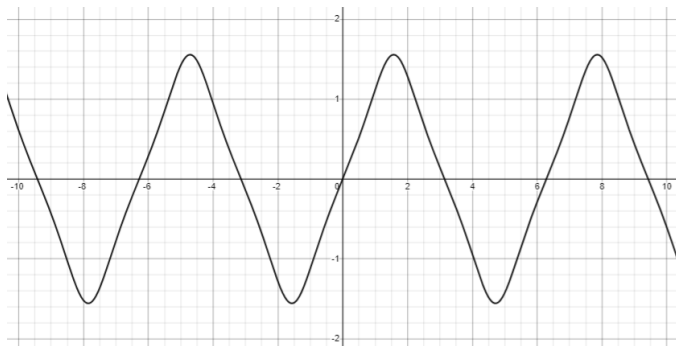
$$y = \sin\left(\frac{1}{x}\right)$$



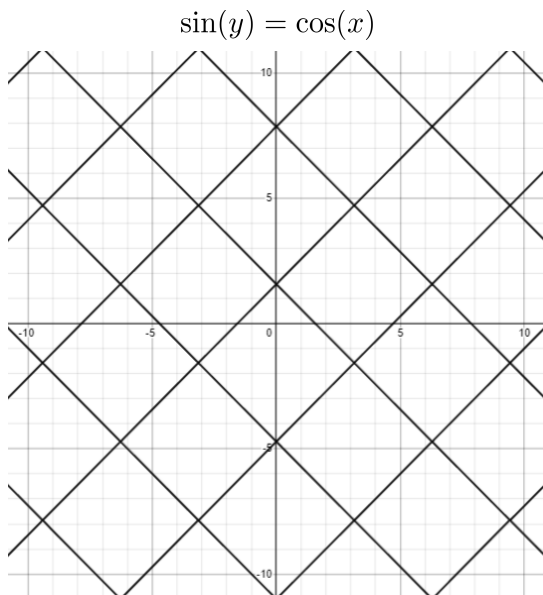
$$y = \sin(\tan(x))$$



$$y = \tan(\sin(x))$$

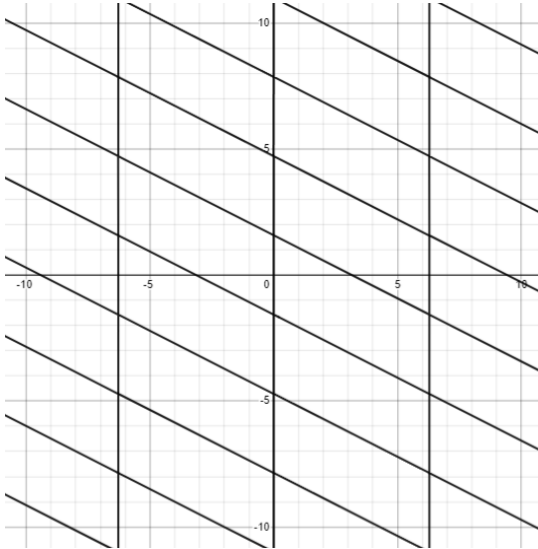


**Demonstration - Implicit Trig Patterns.** Observe the graph as you type each of the following inputs.

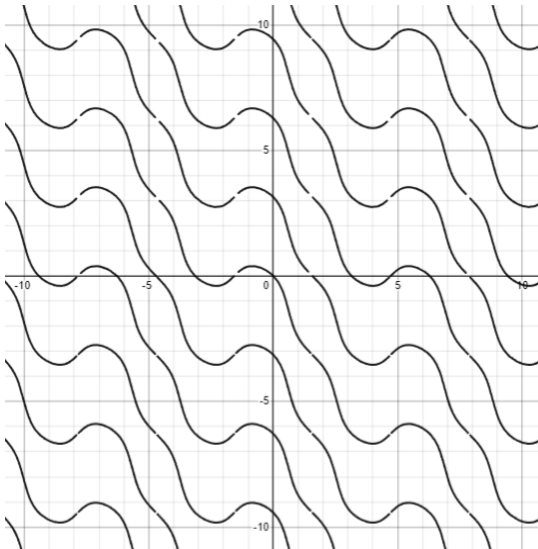




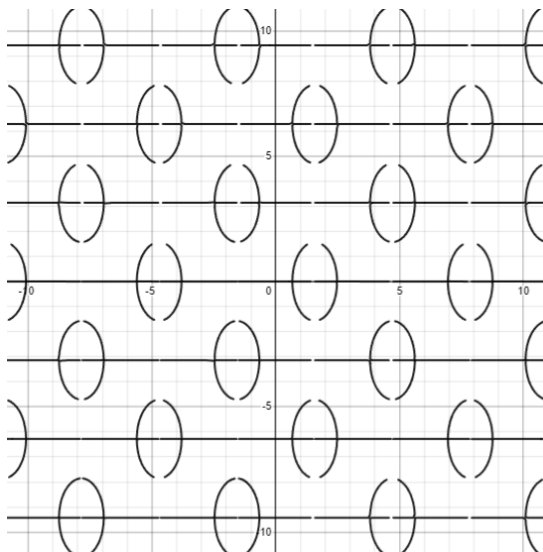
$$\sin(y) = \sin(x + y)$$



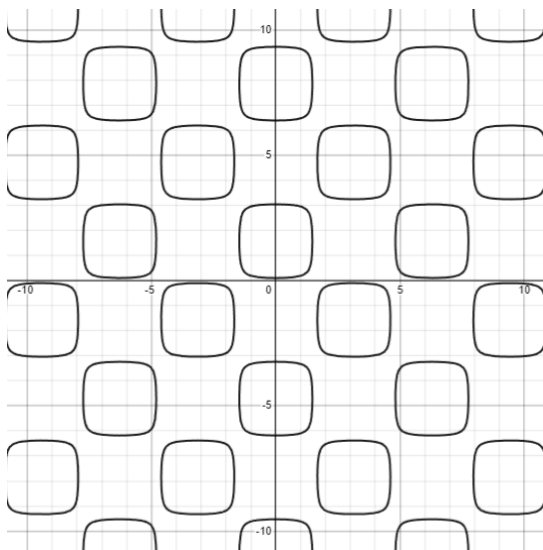
$$\sin(y) \tan(x) = \sin(x + y)$$



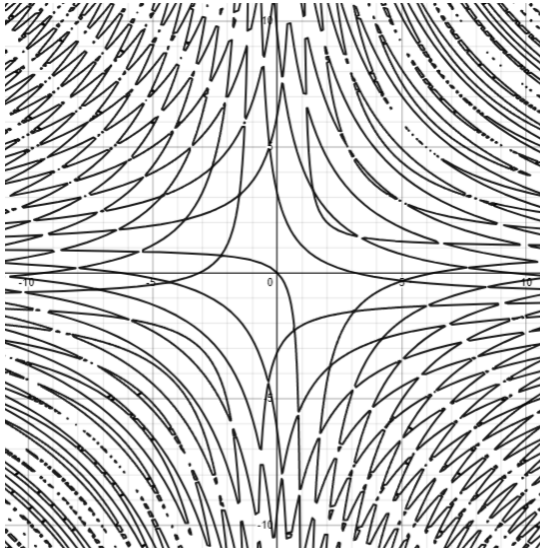
$$\sin(y) \tan(x) = \cos(x) \tan(y)$$



$$\sin(y) \cos(x) = 0.1$$



$$\sin(xy) = \sin(x + y)$$



**Challenge.** Create some interesting wallpapers using implicit trig patterns!