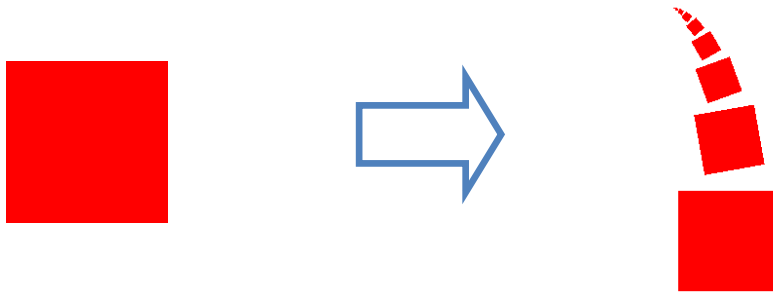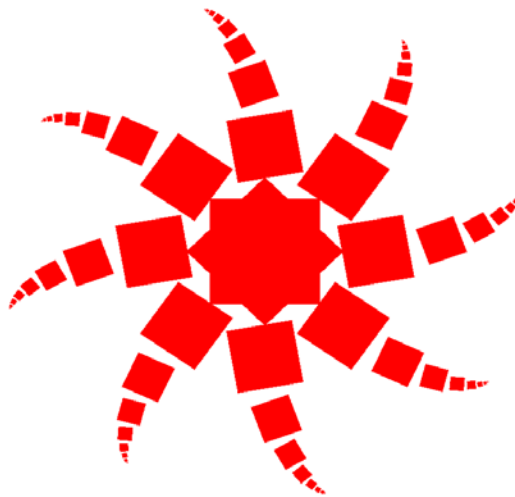# CS3241 Computer Graphics Tutorial #1

Question 1

Step 1: Assuming a function **drawAUnitSquare()** that can draws a square with corners $(\pm 1, \pm 1)$, suggest how you can use it to construct the structure on the right using transformations.

Step 2: With the "tentacle" you constructed above, next discuss how you can form the "sun" drawn below.

Question 2

a. Write some OpenGL code to draw a circle with radius = 1. (A circle is only the outline, without the interior)

b. Modify the above code to draw a spiral with some minimal changes. Then try to construct the following two pictures.