Computer Graphics - 300093
Tutorial 3

Tutorial Exercises:

1. Use *beginShape()* to draw a shape of your own design, such as a simple table, a PC, etc.
2. Use different parameters for beginShape() to change the way a series of vertices are drawn.
3. Use *beginShape()* and a loop to draw the following shape:

4. Draw a complex curved shape of your own design using bezierVertex().
5. Draw the curve $y = 1 – x^4$ to the display window.
6. Use the data from the curve $y = x^8$ to draw rectangles along the curve.
7. Draw a pattern of your own using the sin() and/or cos() functions
8. Generate 100 random circles with different radiuses and gray colours.
9. Use noise() and noiseSeed() to create TWO "interesting" 2D patterns. You might modify the examples at the lecture note.
10. Challenge exercise: redraw the curve $y = 1 – x^4$ in a regular way and use lines to smoothly connect the points, e.g.