

Problems for Lab 7

Objectives :

1. To understand the faster rasterisation of closed curves such as circle and ellipse, by avoiding floating point operation
 2. Rendering colour to the boundary in OpenGL
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1. Given the centre (a, b) and radius r , display circle(in red colour) cantered at (a, b) and with radius r using midpoint circle drawing algorithm
 2. Given the centre (h, k) , a half length of major axis ' a ' and a half length of minor axis ' b ', display Ellipse(in Yellow colour) cantered at (h, k) and with major axis length $2a$ and minor axis length $2b$ using midpoint ellipse drawing algorithm