Lab 10
Crow's Algorithm
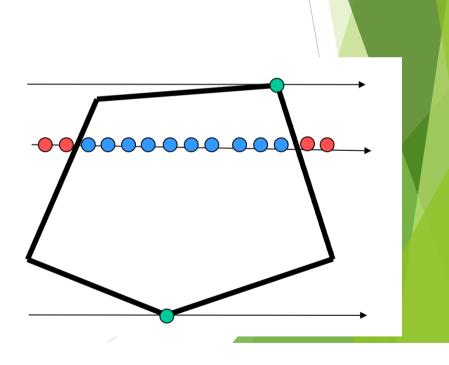
Continue with the Previous Lab

▶ Clickable 2D Grid

▶ Midpoint Line Rasterization (Switch on/ Off)

▶ Animation

▶ Crow's Algorithm + Color interpolation

  ▶ assign a Random color to each vertex

    ▶ Color interpolation

  ▶ Animation:

    ▶ Highlight Active endpoints

    ▶ Pixel Rasterization

Requirement

▶ Do not use other libraries. Only OpenGL API (gl, glu, glut) is allowed

▶ Write comments in your code

▶ Turn in your code and demo video