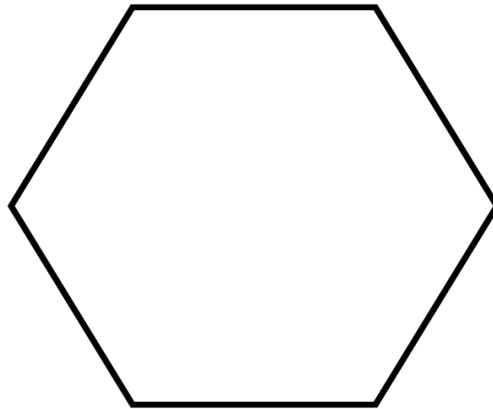


Interactive Computer Graphics

Lab 5 (31/08/2021)

Using OpenGL, draw the following figures. The dimensions of the various components in the figures can be considered as you wish, but the overall shape should be the same as the figures given in the question.

1. Use Bresenham line drawing (BLD) algorithm to draw a regular hexagon. Find the Mean square error (MSE) for the entire shape for both DDA and BLD algorithms. Take each point on the lines as data points for calculating the MSE.



2. Draw the following figure using Bresenham line drawing (BLD) algorithm. Find the Mean square error (MSE) for the entire shape for both DDA and BLD algorithms. Take each point on the lines as data points for calculating the MSE.

