

Interactive Computer Graphics

Lab 11 (02/11/2021)

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. Region Filling Algorithms: Implement the following
 - a. Brute-Force method using Boundary Fill Algorithm (on random inputs)
 - b. Scanline Polyfill Algorithm on random inputs