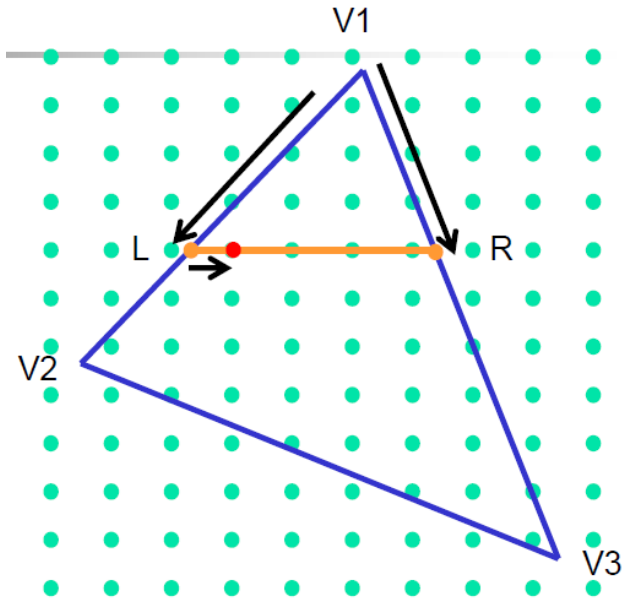
# Assignment 2: Rasterization

- Task: Implement the Scan Line Algorithm for the Gz library.
- Scan Line Algorithm: Check lecture 3.
- Deadline: **September 14, 2010 at 23:00**



# Assignment 2: Rasterization

- Pipeline: main.cpp

```
GzVertex v;
GzColor c;
gz.begin(GZ_TRIANGLES);          //Draw triangles
for (int i=0; i<nTri; i++)
    for (int j=0; j<3; j++) {
            fi>>v[X]>>v[Y]>>v[Z];
            gz.addVertex(v);
            fi>>c[R]>>c[G]>>c[B]>>c[A];
            gz.addColor(c);
    }
gz.end();
```

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Some notes:

- Many files are reused from HW1, but some are updated. Check the list in HW2.pdf
- We have a convention for coordinate system. Also check in HW2.pdf
- You can add more h/cpp files, classes, etc. to your project to make it clear
- Submit the whole project with source code and result
- Your result only need to be similar to the example, but not exactly the same (pixel-by-pixel)
- TA may test your implementation by changing options, main.cpp, or data file
- **Make sure you have read all related material/documents before asking TA anything about assignments**