

# Vv214 Final Project

## Donut.c

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# Motivation



# Introduction



# Draw a donut



# Rotate a donut



# Bright and Dark



# Projection into terminal





# Discrete Dynamic System



- ▶ <https://www.a1k0n.net/2011/07/20/donut-math.html>
- ▶ [https://en.wikipedia.org/wiki/3D\\_computer\\_graphics](https://en.wikipedia.org/wiki/3D_computer_graphics)
- ▶ <https://www.javatpoint.com/computer-graphics-z-buffer-algorithm>