# Vv214 Final Project Donut.c

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#### Overview



- 1. Motivation
- 2. Introduction
- 3. Draw a donut
- 4. Rotate a donut
- 5. Bright and dark
- 6. Projection into terminal
- 7. Discrete Dynamic System
- 8. Extra
- 9. Source Code
- 10. Reference

## Motivation



## Introduction



## Draw a donut



## Rotate a donut



## Bright and Dark



## Projection into terminal



# Discrete Dynamic System



#### Reference



- https://www.a1k0n.net/2011/07/20/donut-math.html
- https://en.wikipedia.org/wiki/3D\_computer\_graphics
- ► https://www.javatpoint.com/computer-graphics-z-buffer-algorithm