

# GD2P02 Exercise Set 2:

## Ex 3 - Bezier Curves

## Ex 3.1: Cubic Bezier Curve

- ★ Create a program that calculates and displays a cubic bezier curve with 2 anchor points and 2 control points.
- ★ The curve should extend from the left side of the window to the right side.
- ★ The user should be able to move the left and right control point with the corresponding mouse button. The curve should update automatically.
- ★ Render the curve and the control points using SFML.