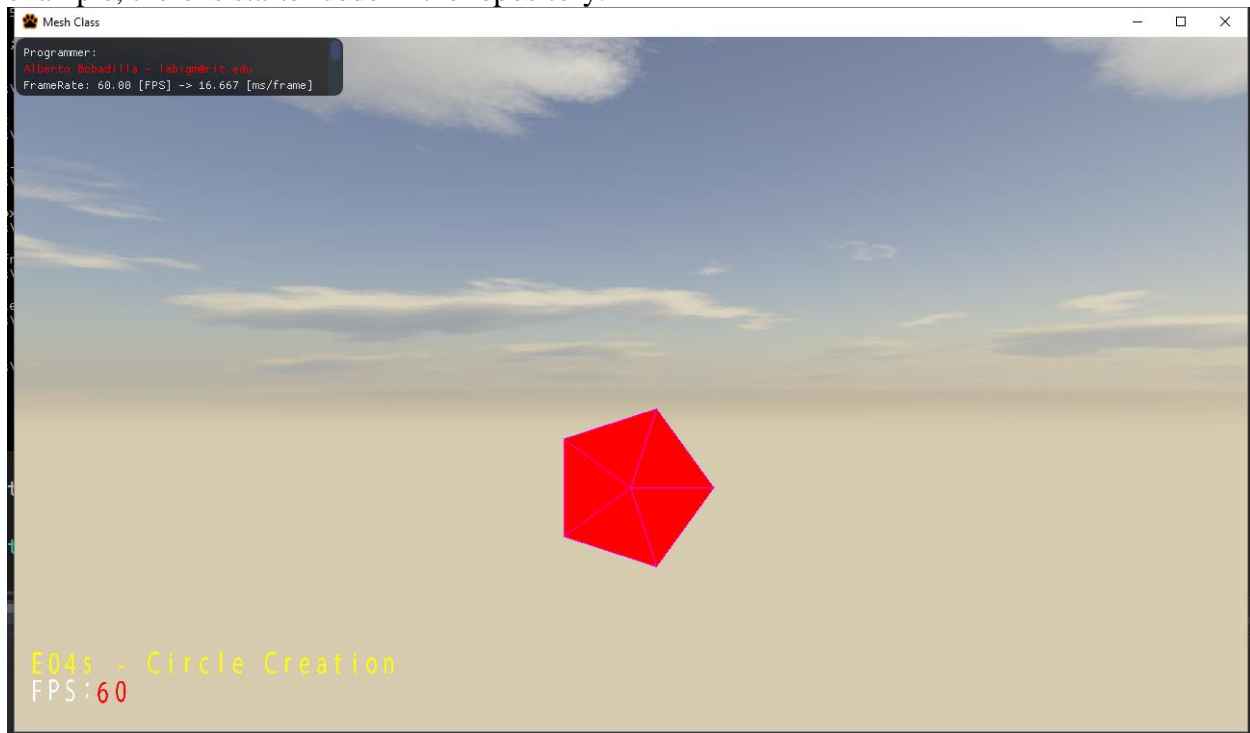


Data Structures & Algorithms for Games & Simulation II

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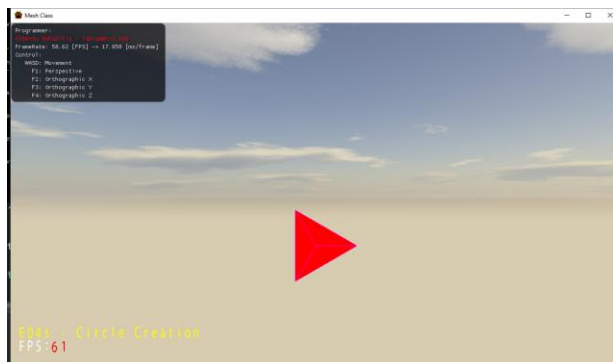
E04: Circle creation

For this exercise you are required to calculate a circle made out of triangles as in the following example, there is starter code in the repository.

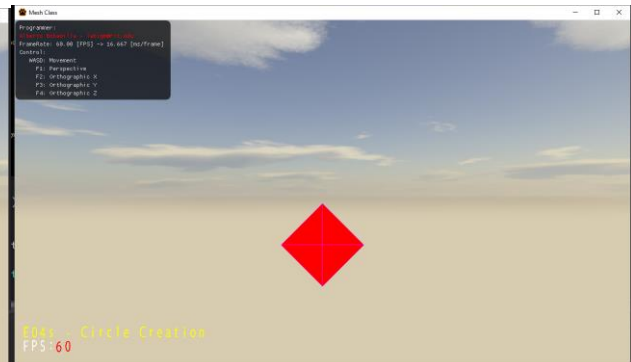


You need to calculate the subdivision number of points on a radial manner and be able to calculate different sided circles (being with 4 sides a quad).

3 Sides



4 Sides



12 Sides

