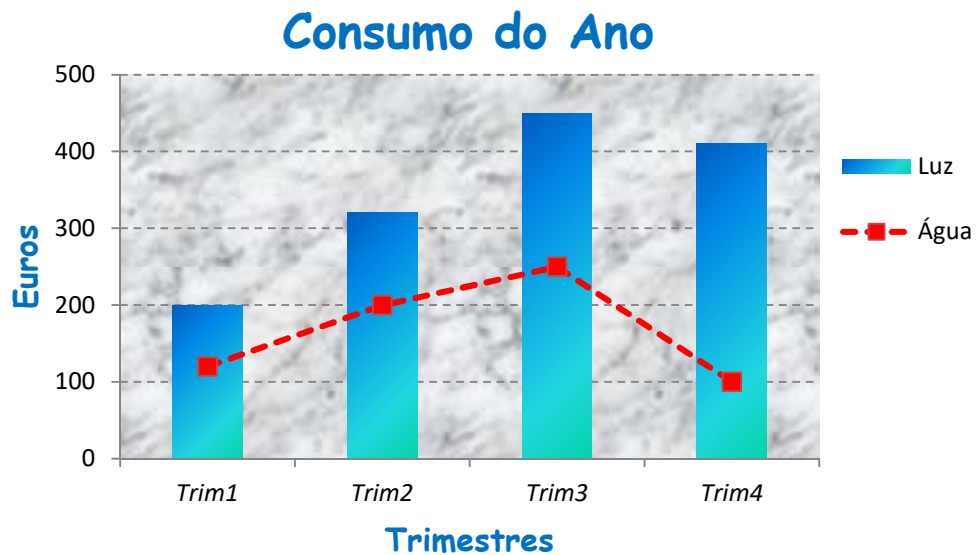# Computer Graphics
Exercises for Chapter 3

3.1 Write a Java program to draw a graphic similar (but not equal) to the one shown in the following figure. Use the 3 types of paints studied in class. Invent the values and save them in an array within the program.

3.2 Write a Java program to draw the scene of you next game. Construct the objects in Object Space and then position them using geometric transformations. Use different shapes and different types of transformations (object transformations and view transformations).

3.3 Write a Java program to draw 2 "flowers" using shapes and geometric transformations. Use only curved shapes to create one of the flowers and only non-curved shapes to create the other one. Use also transparency. The following figure illustrates the idea.
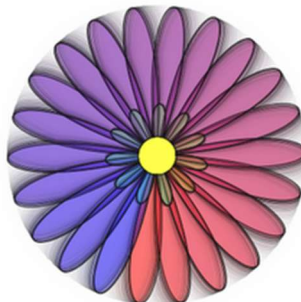
3.4 Use glyphs and Constructive Area Geometry to create a shape based on the first characters of your name and surname. The following image exemplifies the idea with characters "N" and "Y".
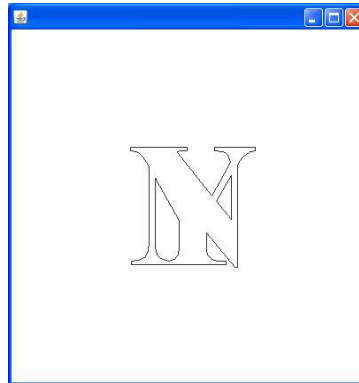
Draw the shape in a creative manner like if it was the logotype of your company (by configuring paints and strokes).