

Written Problems

Written problems can be found in docs/CS411 AS4.pdf

Reflections

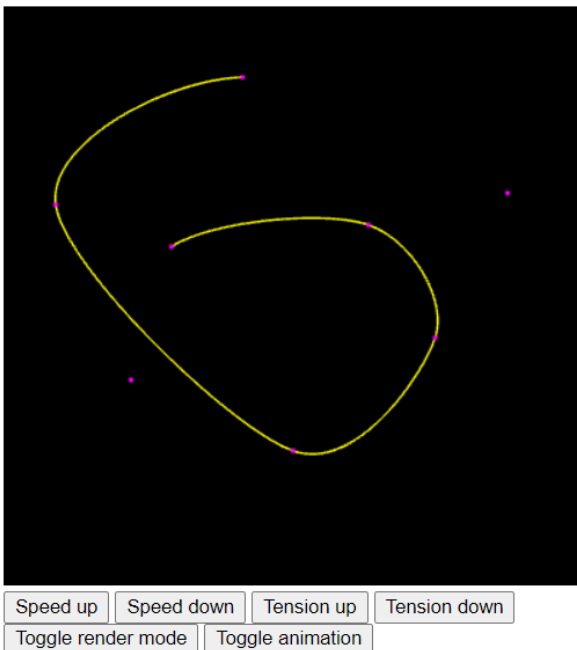
To begin, I reviewed the starter code. I noted the TA comments that were added, and read through them too.

The actual code change was very straightforward, especially after doing the written section of the homework. I pretty much translated the operations that I did in the homework with the 4 blending functions into code. I extrapolated some common or repeated functionality like summing points and/or multiplying them by a constant. That just made the code a little neater, albeit, the syntax may be more difficult to read.

Demo

As seen, all aspects of the project work correctly.
Tested in Google Chrome Version 93.0.4577.82.

Normal Usage

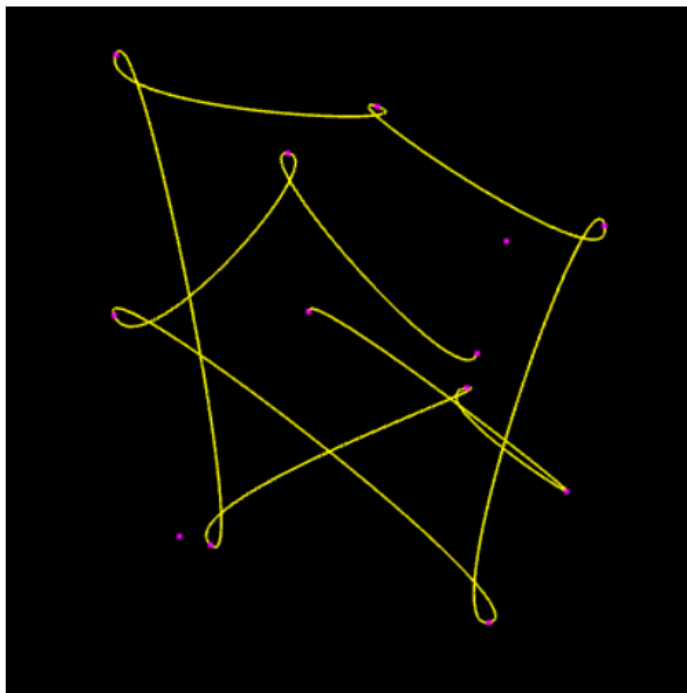


Tension at 1.5



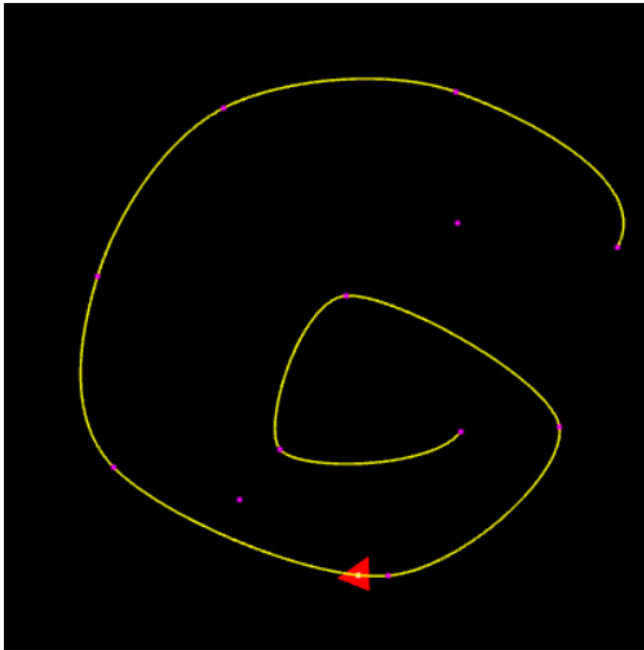
Speed up Speed down Tension up Tension down
Toggle render mode Toggle animation

Tension at 0.4



Speed up Speed down Tension up Tension down
Toggle render mode Toggle animation

Triangle follows path



Speed up Speed down Tension up Tension down

Toggle render mode Toggle animation