

Dated: 21 Aug, 2024

LECTURE # 04

Assignment

Practice Exercise from chapter 2 and chapter 10

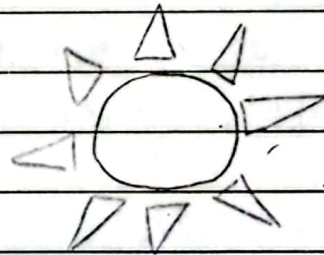
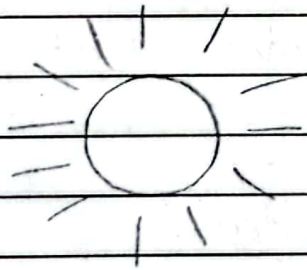
1. Submit case study 2.6: A polyline editor ✓
2. Draw outputs you obtained from calling `ngon()` with at least three different parameters.

Output 1

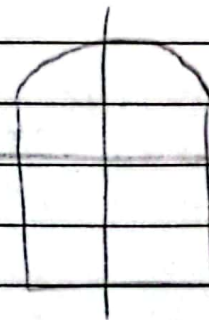
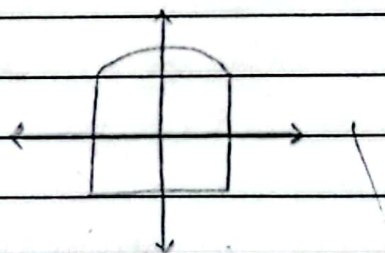
Output 2

Output 3

3. Write a code & execute to generate following output.



4. Write and execute code to draw Arcs



5. Read chapter 10: Chapter 2: 3.3 and 3.4

6. Describe and generate curves using polynomials
discuss and show various cases with examples for polynomials of degree 1, 2, 3 and higher.

Dated:

7. Create and draw Bezier curves (10.5)

8. Properties of Bezier curves

World Window & ViewPort Concept

~~Prove~~ A CS is just a way to describe point in space.

WCS: A place to put your imaginations / scene under consideration.

This is where you put the co-ordinates that defines lines, shapes, points in 2D.

ViewPort: A pixel base rectangular window.

On monitor we we can have more than one viewports.

VP1	VP2
VP3	VP4

Generalize Sol: (WW to VP Mapping / xformation)

