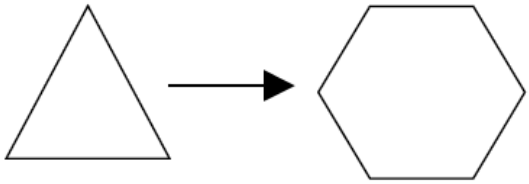
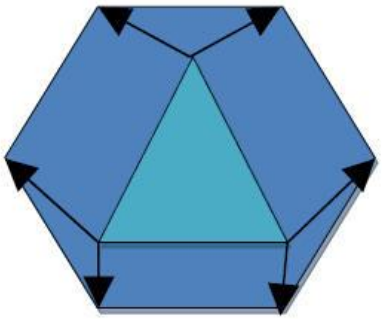
CS4550/5550 Computer Graphics
Fall 2017

Lab 3 – Tweening

- Download Lab3.h and Lab3.cpp and execute. The program will rotate a line using tweening and `glutIdleFunc()`.
- Create an animation program that morphs a triangle into a hexagon using the linear interpolation.



In your program, specify corner locations of the triangle and the hexagon and their correspondences.



In this example, you have 6 corresponding pairs (one corner of the triangle maps to two corners of the hexagon).

In order to morph, perform tweening using linear interpolation (i.e. generating in-between points for each pair).

Your program should morph the shape of the triangle into a hexagon smoothly, i.e. there should not be any visible jumps during the changes.

- Submit your program via CSNS.