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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

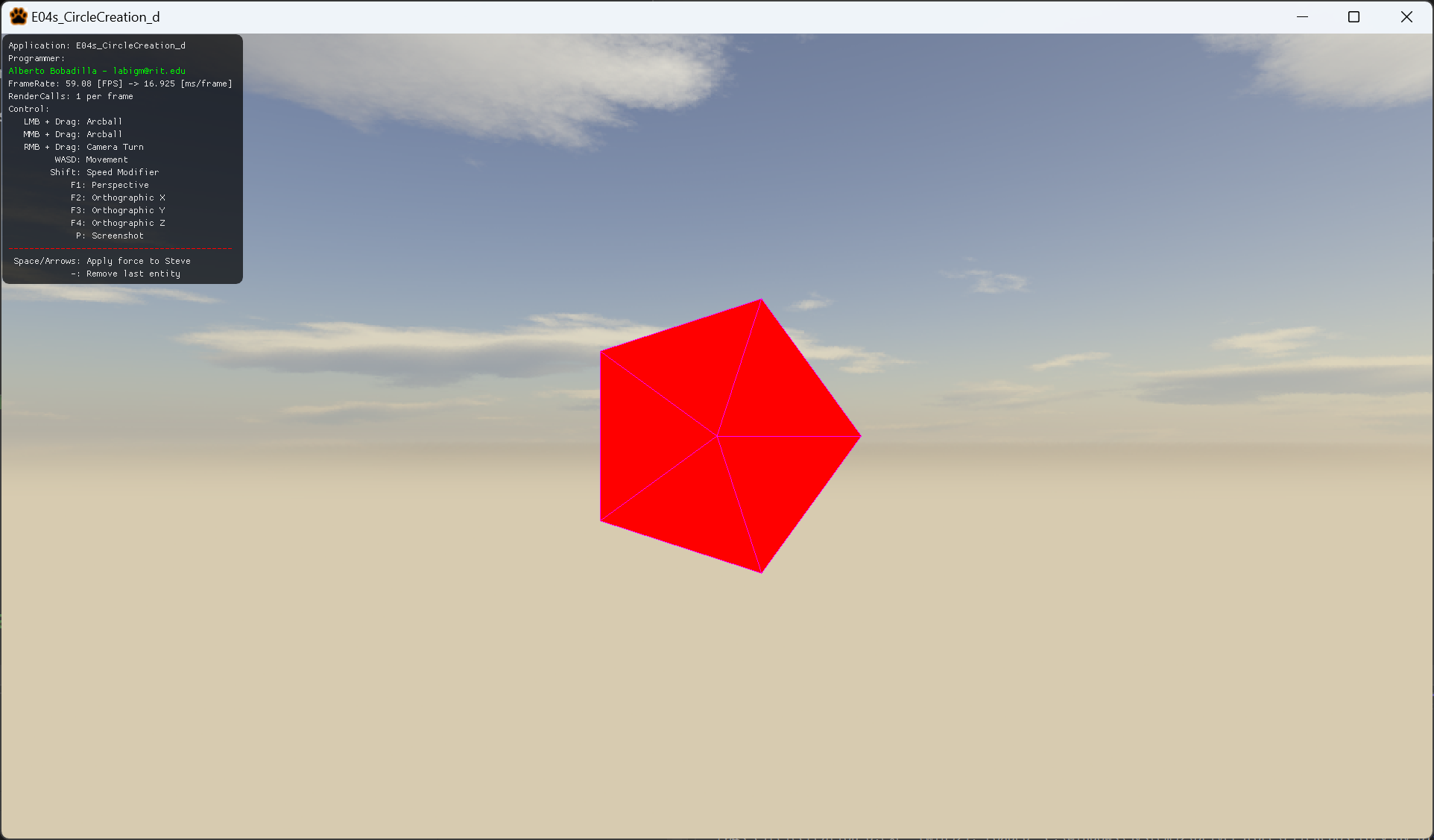
**Data Structures & Algorithms for Games & Simulation II**

**IGME 309**

**Circle Creation**

This exercise follows lecture D04

1. In the root of the repository look for the example execution under \_Binary. It will look like this:



1. For this exercise you will create a dynamic number of triangles that will share an origin point, creating a circle using trigonometry (cosines and sines). It is up to you to ideate the solution for the exercise. Remember you will be using a method that uses this signature:

void GenerateCircle(float a\_fRadius, int a\_nSubdivisions, vector3 a\_v3Color);

The number of subdivisions as you can see is the same number of triangles and the radius is how large is the circle, along with the color of the shape.

1. All your code will be coded in the mesh.cpp file in said function so this is the only file you need to submit to the dropbox in MyCourses, please do not zip this file.

