Intoduction to Visual computing coursework 2

Queries 1

Why do you need a limit to the number of points?

We need a limit of number of points because we need to the number for resetting And also the limit is required to set how many Lorenz gonna be stored if we don’t the the limit, it will repeat forever.

Question2

Why would you draw the head of the attractor as a larger point?

Only draw the head of the attractor because making a line of each attractor at the highest point.

Making all the lines tidy.

Question 3.

Why can’t two attractors have the same starting point?

The reason is that I set two random coordinates so that’s why two attractors always can’t start the same starting point.

Question 4.

How long is the buffer that stores point’s co-ordinates?

The buffer that can stores as much as MAXPOINT co-ordinates.

Question 5.

What are the arguments to Sphere Geometry?

For the arguments of the Sphere Geometry are the radius, width segments and height segments.

Radius is for sphere radius and width segments is the number of horizontal segments and height segments is the number of vertical segments.

Question 6.

What have you done if (when) the number of points to be drawn exceeds the capacity of the point buffer?

If the number of points exceeds the capacity of the point buffer, it will reset the draw count and making it override the Lorenz points.

Question 7.

What is the effect of increasing the timestep Dt?

That’s the time step so make drawing line more fast however in this equation term, it makes out of line if it goes out of range. If it change the value over 0.03, it goes out of range. Just drawing lines with it.

Question 8.

What do you need to modify to increase the number of attractors?

If want to modify to increase the number of attractors, change the number of Lorenz numbers. Setting up the value of more dimensional variable.