Homework 04

- Draw a circle by Cubic Rational Bezier Curves

  - Please give a detailed implementation in OpenGL/WebGL

  - Key: to understand what is weight in the rational spline representations

  - Deadline: 2019-12-11

Bonus

- Draw a surface of revolution (旋转面) by NURBS

    - Please give a detailed implementation in OpenGL/WebGL

    - Key: to understand what is weight in the rational spline representations