

# 计算机图形学-Project1

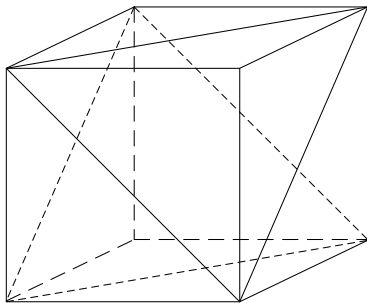
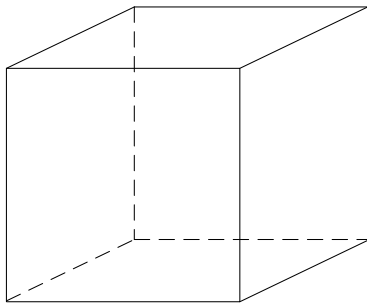
何映晖

信息与电子工程学院

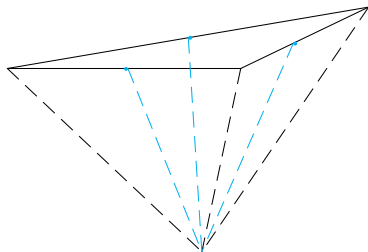
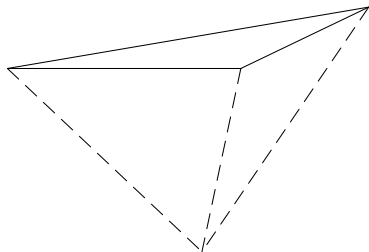
*2014hyh@zju.edu.cn*

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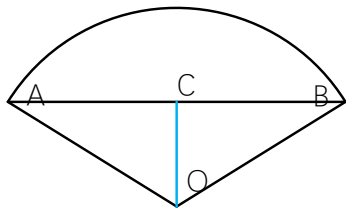
# 基本原理



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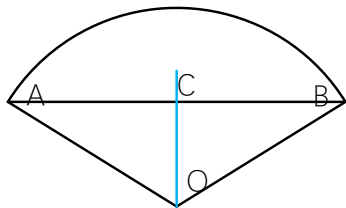


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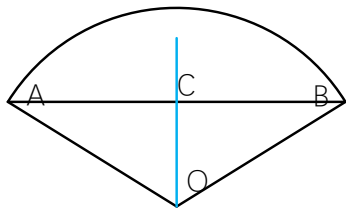
$$\vec{OC} = \frac{1}{2} (\vec{OA} + \vec{OB})$$

# 基本原理



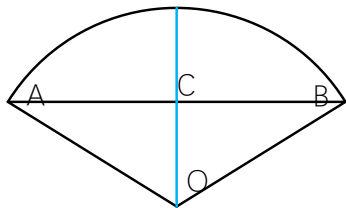
$$\overrightarrow{OC} = \frac{1}{2} (\overrightarrow{OA} + \overrightarrow{OB})$$

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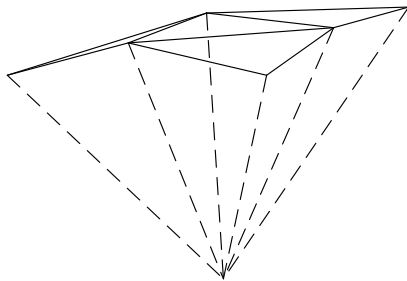
$$\vec{OC} = \frac{1}{2} (\vec{OA} + \vec{OB})$$

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不断循环.



- Win10
- VS2015
- glfw+glew+glm

实际运行, 效果展示.

# The End