Matthew Howa

Computer Graphics 2016

HW 3 – Rasterization

For this assignment I used the Bresenham Algorithm to rasterize lines and the algorithm from class to rasterize a circle.

**Resources**:

* Line & Circle Rasterization lecture 6
* <https://en.wikipedia.org/wiki/Bresenham%27s_line_algorithm>
* <https://www.cse.iitb.ac.in/~paragc/teaching/2011/cs475/papers/bresenham_line.pdf>

I wrote methods

* drawLine(…)
  + Draw angled lines
* drawVerticalLine(…)
  + Needed for drawing vertical lines
* drawCircle(…)
  + Draw Circles
* switchToOctantZeroFrom(…)
  + [from wiki]
* switchFromOctantZeroTo(..)
  + [from wiki]
* findOctant(…)
  + Derived from the Bresenham Algorithm paper

OUTPUT:

