Computer Graphics and Animation

Assignment: 1 (Unit One) Scan Conversion Algorithm

DDA= Digital Differential Analyzer

BLA = Bresenham's Line Algorithm

- 1. Digitize the line A(1,1) and B(5,6) using BLA.
- 2. Digitize the line A(7,8) and B(1,4) using BLA.
- 3. Digitize the line A(1,1) and B(5,6) using DDA.
- 4. Digitize the line A(5,2) and B(7,8) using BLA.
- 5. Digitize the line A(0,0) and B(10,10) using BLA.
- 6. Digitize the line A(1,3) and B(10,10) using BLA and DDA.
- 7. Draw a line with two end point P(5,3) and Q(1,2) using DDA
- 8. Digitize the line with endpoints A(1,7) and B(6,3) using digital differential analyzer line drawing algorithm. Show all necessary steps.
- 9. Digitize the line with end points (1,2) and (5,6) using digital differential analyzer method.
- 10. Digitize the line A(2,8) and B(10,5) using BLA.
- 11. Digitize a circle with radius 9 and center at (6,7) using mid-point circle drawing algorithm.
- 12. Digitize a circle with centre (2,3) and radius 5 using mid-point circle drawing algorithm.
- 13. Digitize an ellipse with centre (2,3) and $r_x = 8$ and $r_y = 6$ using ellipse drawing algorithm.

Deadline:2nd September 2022

Note: Students must have to submit assignment report within the deadline. Report submitted after deadline is not entertained.