

Assignment 6: Drawing figures and colouring

1) Draw the following figure and letter. You may consider both of them as polygons, and can use mouse or keyboard to input the endpoints of the polygons. However, you need to save the endpoints in files so that the figure and letter can be reproduced latter.

FIGURE & LETTER

- 2) Fill the above figure and letter using scan-line polygon fill algorithm.
- 3) Fill the figure and letter again using any boundary-fill algorithm. Use mouse to select a starting point of the filling.
- 4) Can you use OpenGL tools to do the same?

