In article <1993Apr13.025240.8884@nwnexus.WA.COM>, mpdillon@halcyon.com (Michael Dillon)

writes:

> I have an algorithm similar to Bresenhams line drawing algorithm, that

> draws a line by stepping along the minor axis and drawing slices like

> AAAA, BBBB, CCCC in the following diagram.

Yes, that's known as "Bresenhams Run Length Slice Algorithm for

Incremental lines". See Fundamental Algorithms for Computer Graphics,

Springer-Verlag, Berlin Heidelberg 1985.

> I have tried to extrapolate this to circles but I can't figure out

> how to determine the length of the slices. Any ideas?

Hmm. I don't think I can help you with this, but you might

take a look at the following:

"Double-Step Incremental Generation of Lines and Circles",

X. Wu and J. G. Rokne, Computer Graphics and Image processing,

Vol 37, No. 4, Mar. 1987, pp. 331-334

"Double-Step Generation of Ellipses", X. Wu and J. G. Rokne,

IEEE Computer Graphics & Applications, May 1989, pp. 56-69

Graeme Gill.