>>>>> On Wed, 14 Apr 1993 04:49:46 GMT, graeme@labtam.labtam.oz.au (Graeme Gill) said:

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

Graeme> Incremental lines". See Fundamental Algorithms for Computer Graphics,

Graeme> 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?

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

Graeme> take a look at the following:

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

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

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

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

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

Another paper you might want to consider is:

@article{fungdraw,

title="A Run-Length Slice Line Drawing Algorithm without Division Operations",

author="Khun Yee Fung and Tina M. Nicholl and A. K. Dewdney",

journal="Computer Graphics Forum",

year=1992,

volume=11,

number=3,

pages="C-267--C-277"

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