# CG ASSIGNMENT 1 REPORT

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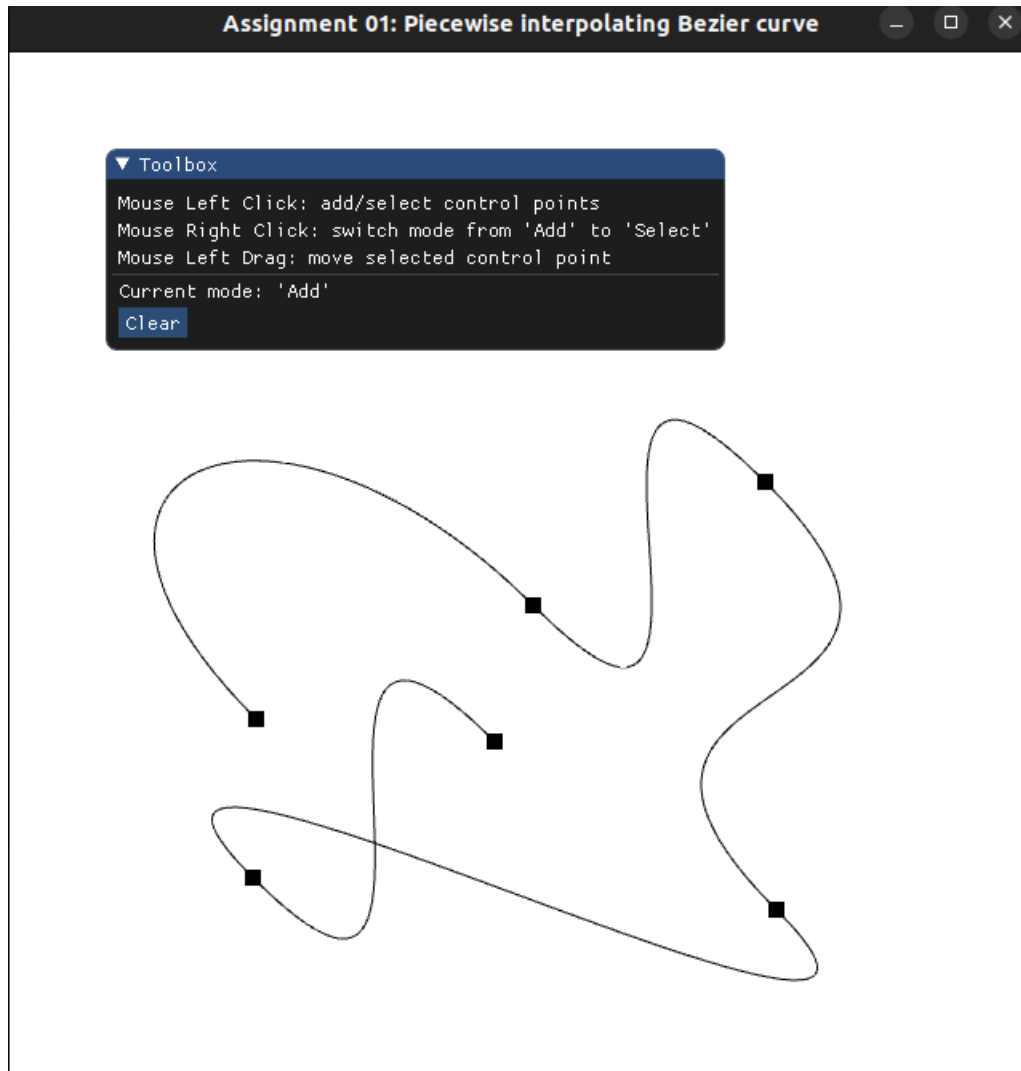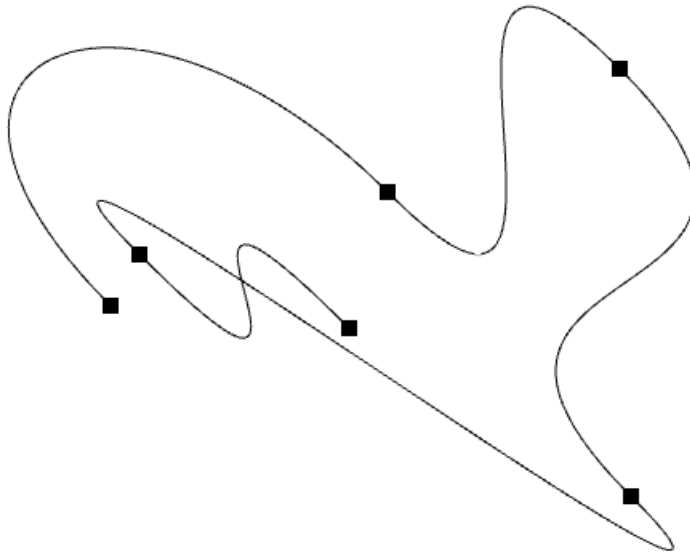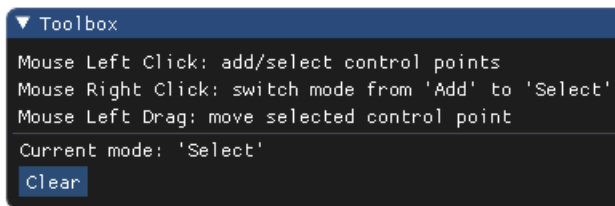
The cubic Bezier curve was similar to the already implemented linear function. However, there were a few changes that had to be made like implementing the cubic Bezier curve formula and to add 2 more points (2 control points). To maintain C1 continuity, an imaginary (used in code) tangent was created to find the direction of the curve. This was done using the mid point formula. Finally the cubic Bezier curve was drawn which was again similar to the linear one.