

Computer Graphics, Lab Assignment 11

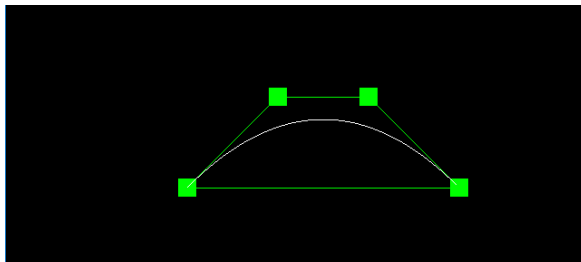
Handed out: May 29, 2019

Recommended due: 15:00, May 29, 2019

Hard due: 23:59, May 29, 2019 **(NO SCORE for late submissions!)**

Submit your assignment only through the GitLab

1. Write down a Python program to visualize a Bezier curve.
 - A. Start from uploaded LabAssignment11-1-code-skeleton.py, modify this program to draw a Bezier curve instead of a line
 - B. About LabAssignment11-1-code-skeleton.py:
 - i. It draws a line segment between two end points.
 - ii. You can drag the end points.
 - C. In your modified program, control points p0, p1, p2, p3 should be draggable and rendered in green.
 - D. Draw the edges of the control polygon in green as well.



- i.
- E. Initial value of control points:

```
p0 = np.array([100.,200.])
p1 = np.array([200.,300.])
p2 = np.array([300.,300.])
p3 = np.array([400.,200.])
```
- i.
- F. Set the window title to **[studentID]-[assignment#]-[prob#]** and the window size to (480,480).
- G. Expected result: Uploaded LabAssignment11-1.mp4
- H. Submit a single .py file - **[studentID]-[assignment#]-[prob#].py**