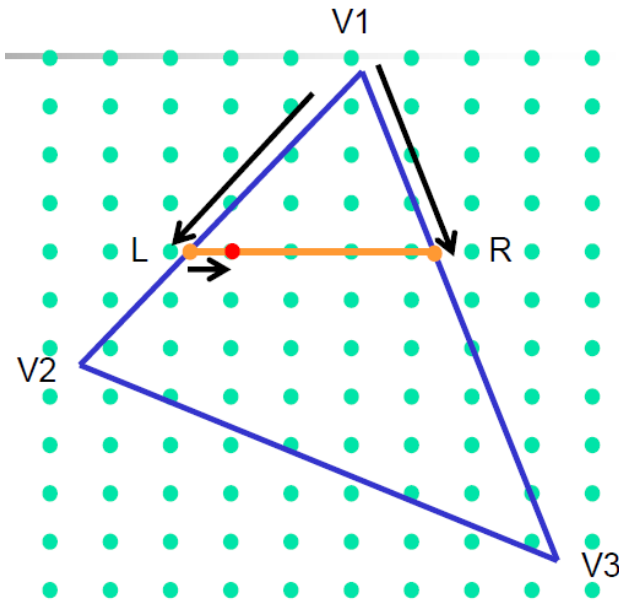


Assignment 2: Rasterization

- **Task:** Implement the Scan Line Algorithm for the Gz library.
- **Scan Line Algorithm:** Check lecture 7.



Assignment 2: Rasterization

- Pipeline: main.cpp

```
GzVertex v;  
GzColor c;  
gz.begin(GZ_TRIANGLES);           //Draw triangles  
for (int i=0; i<nTri; i++)  
    for (int j=0; j<3; j++) {  
        fi>>v[X]>>v[Y]>>v[Z];  
        gz.addVertex(v);  
        fi>>c[R]>>c[G]>>c[B]>>c[A];  
        gz.addColor(c);  
    }  
gz.end();
```

Assignment 2: Rasterization

Some notes:

- Many files are reused from HW1, but some are updated. Check the list in HW2.pdf
- We have a convention for coordinate system. Also check in HW2.pdf
- You can add more h/cpp files, classes, etc. to your project to make it clear
- Submit the whole project with source code and result
- Your result only need to be similar to the example, but not exactly the same (pixel-by-pixel)
- TA may test your implementation by changing options, main.cpp, or data file
- **Make sure you have read all related material/documents before asking TA anything about assignments**