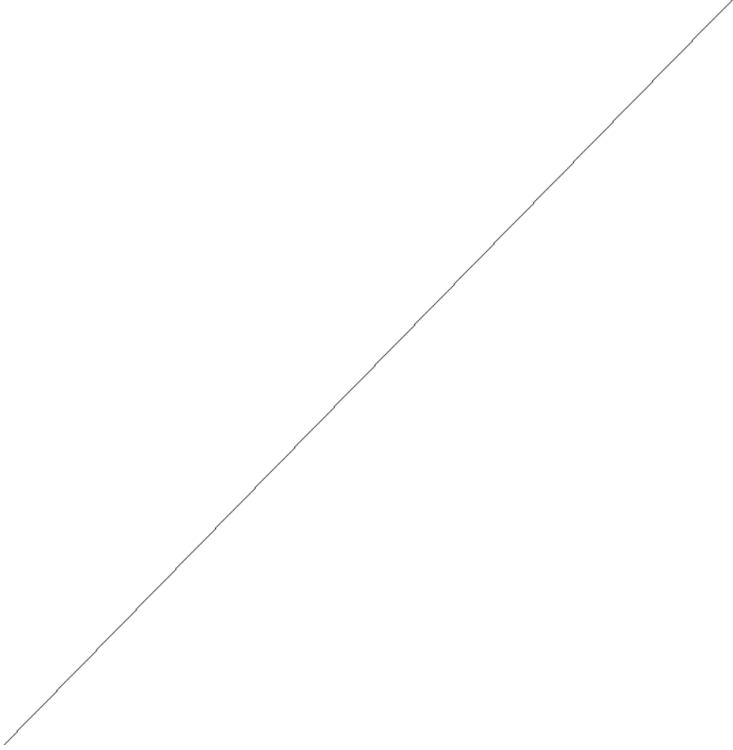
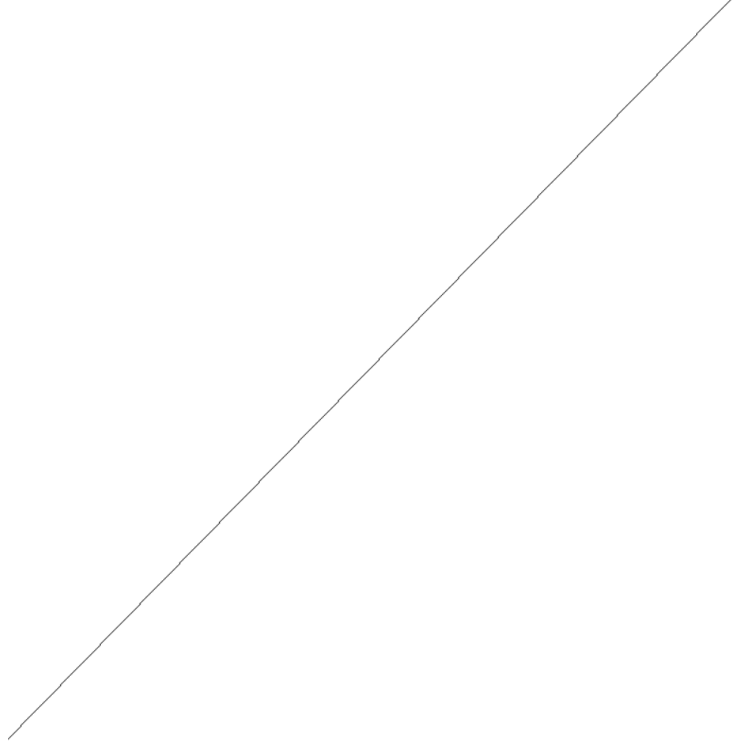


Lab 1:

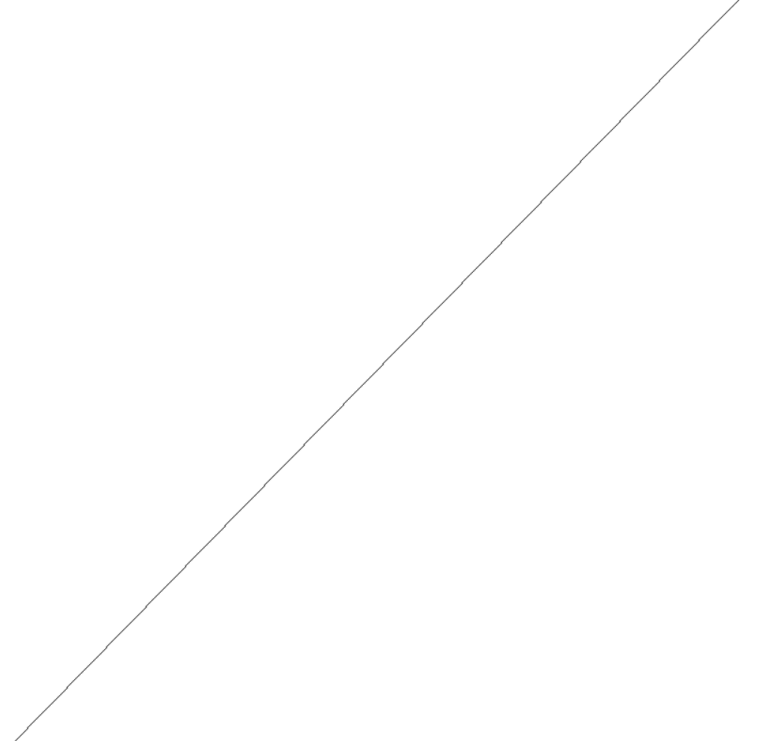
Draw 2D objects and compare drawing algorithms
vs OpenGL built-in functions



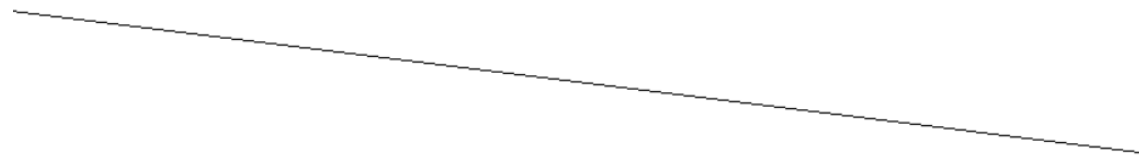
DDA



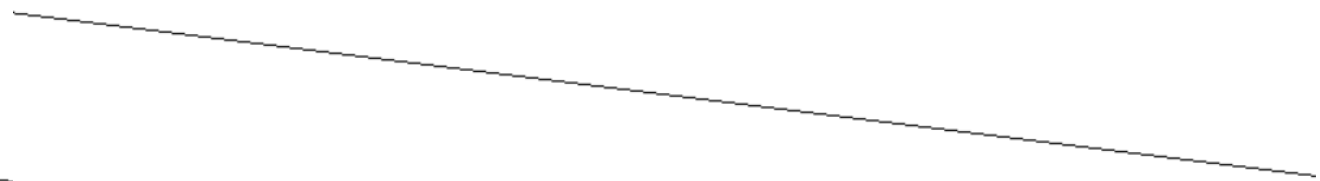
Bresenham



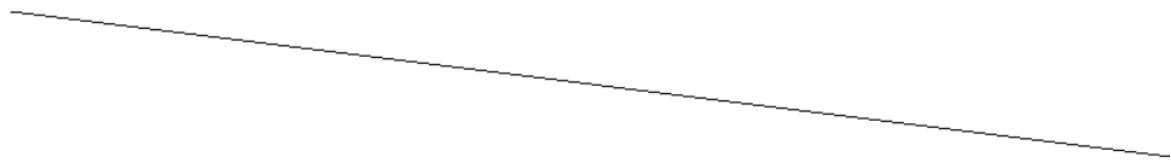
OpenGL



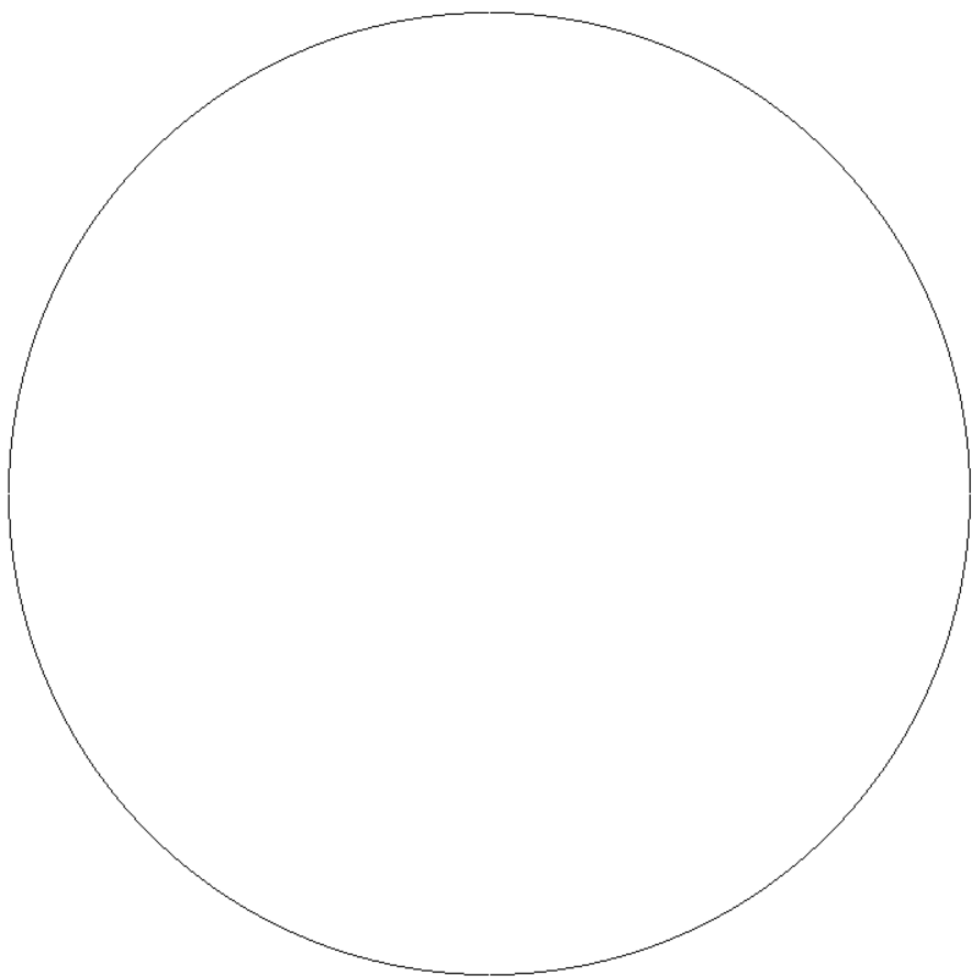
DDA



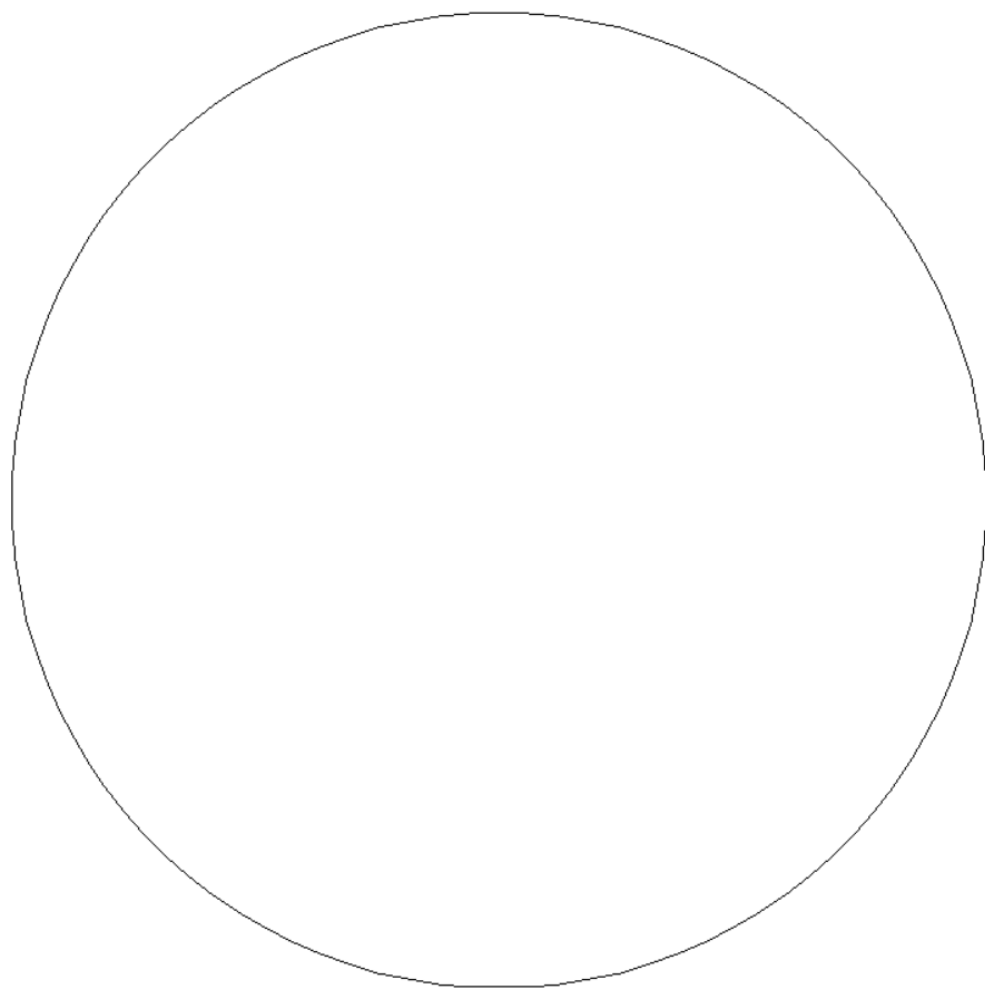
Bresenham



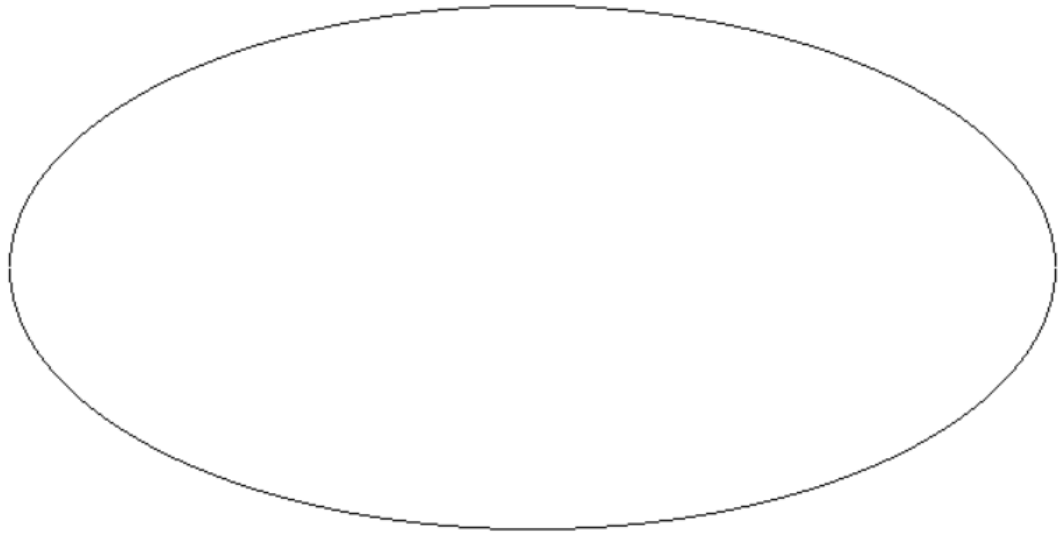
OpenGL



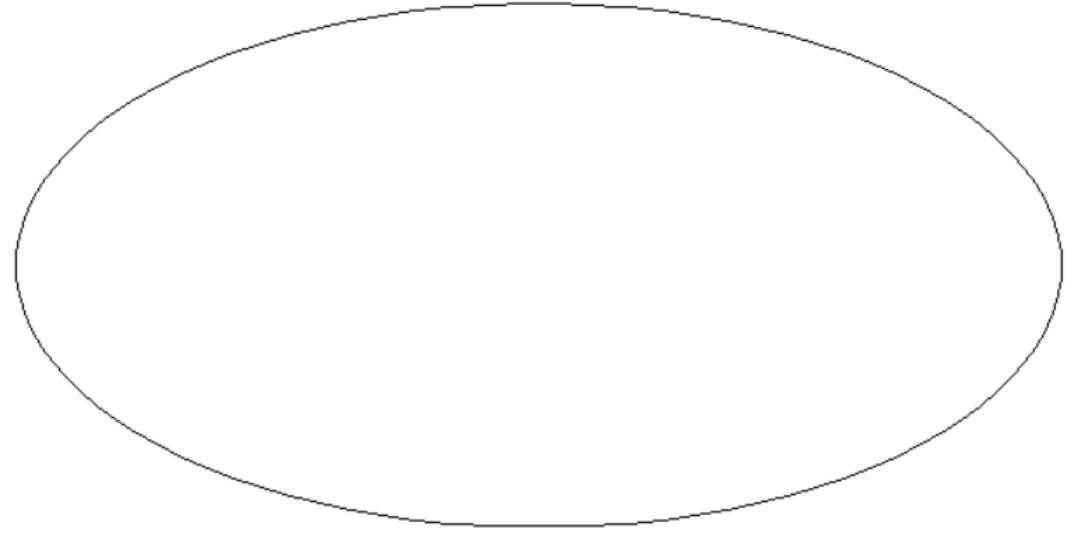
Midpoint



OpenGL Line loop

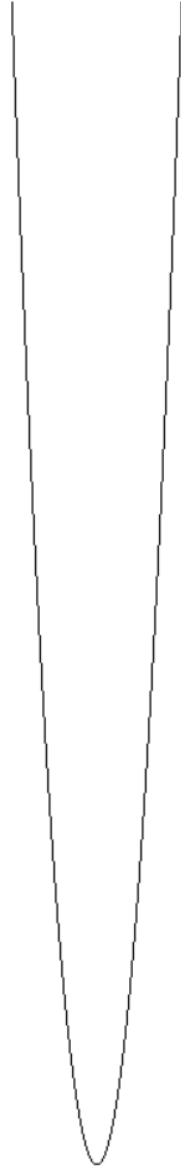


Midpoint

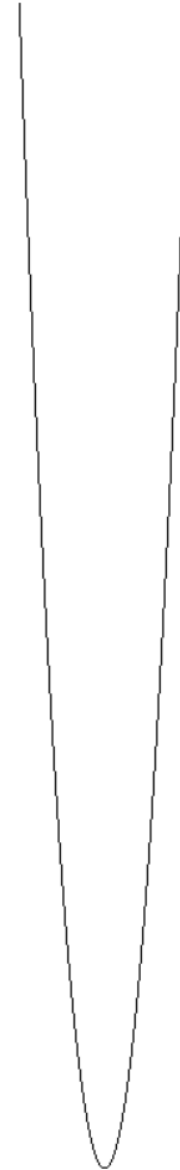


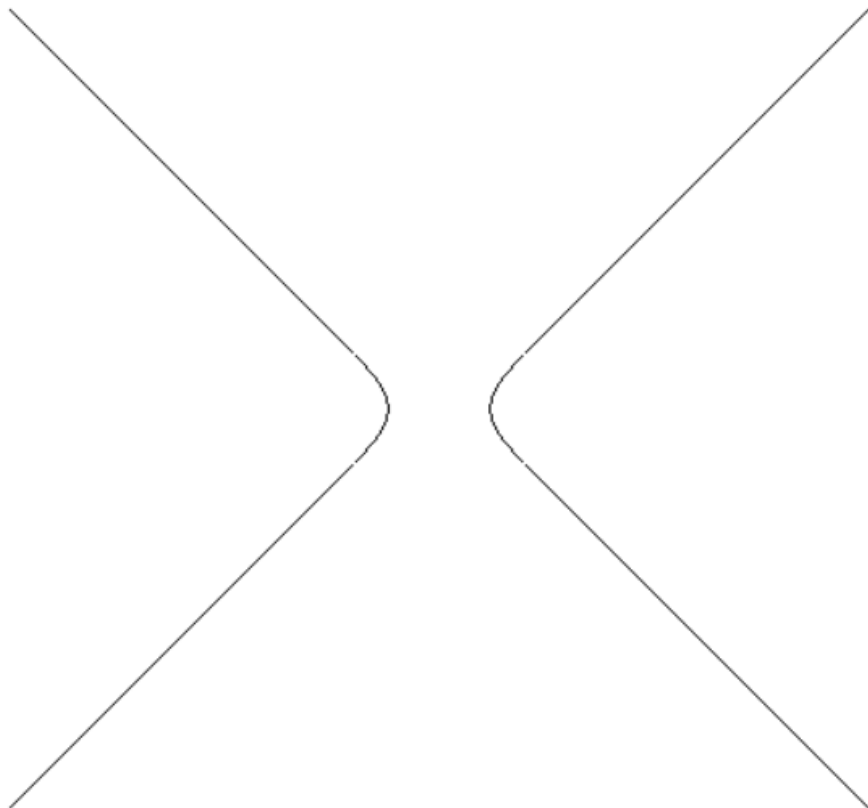
OpenGL Line loop

Midpoint

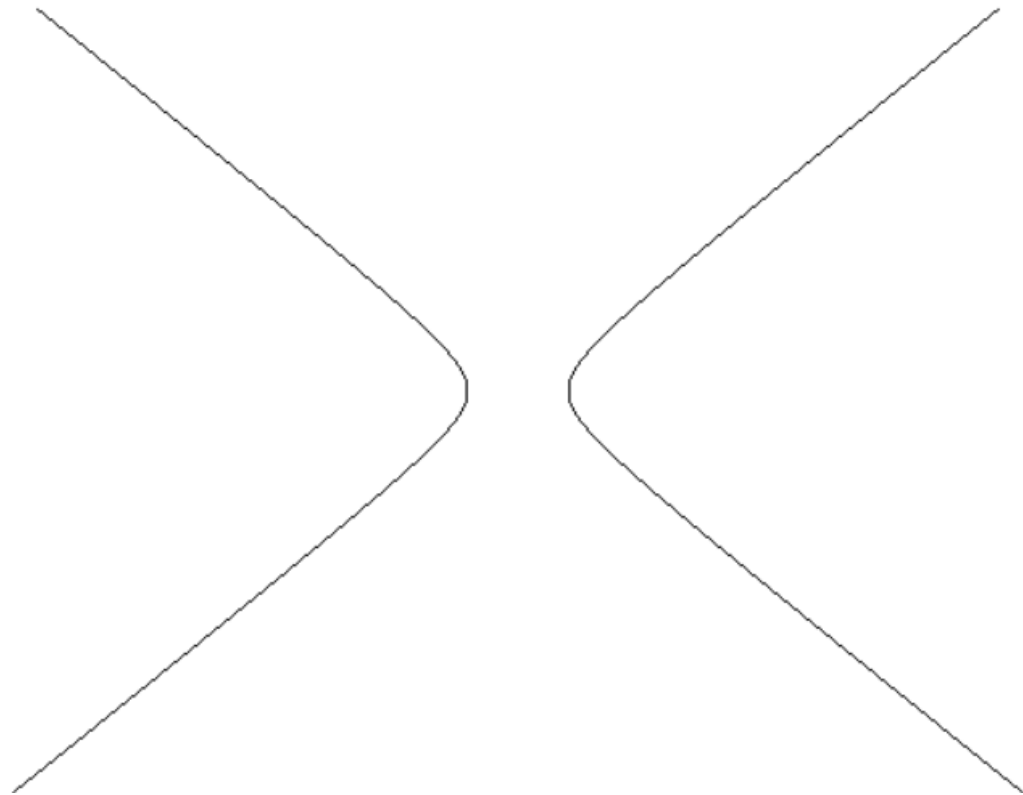


OpenGL
Line strip





Midpoint



OpenGL Line strip