ReadMe

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The folder contains 5 subfolders each of which contains a source code and a makefile to build it:

1. Bezier using blending function : subpart 1 of the assignment
2. DeCasteljau : subpart 2 of the assignment
3. OpenGLBezier : subpart 3 of the assignment
4. subdivision Bezier : subpart 4 of the assignment
5. bonus- bezier surface : subpart 5 of the assignment

Running the various subparts:

1. Bezier using blending function: on the terminal, cd to this folder and type “make”. The generated binary is called “bezier” and can be run by typing “./bezier” . On the console, click on the window to choose control points. When, you’re done giving control points, press “r” to draw the curve.
2. DeCasteljau : on the terminal , cd to this folder and type “make”. The generated binary is called “deCasteljau” and can be run by typing “./deCasteljau” . On the console, click on the window to choose control points. When, you’re done giving control points, press “r” to draw the curve.
3. OpenGLBezier : on the terminal , cd to this folder and type “make”. The generated binary is called “OpenGLBezier” and can be run by typing “./OpenGLBezier” . On the console, click on the window to choose control points. The curve will be rendered for each set of 4 points i.e., each segment.
4. subdivision Bezier : on the terminal , cd to this folder and type “make”. The generated binary is called “subdivsion” and can be run by typing “./subdivision” . On the console, click on the window to choose 4 control points. This code draws only 1 bezier segment. You can interactively see each step of subdivision by pressing “d”.
5. bonus- bezier surface : on the terminal , cd to this folder and type “make”. The generated binary is called “bezierSurface” and can be run by typing “./bezierSurface” . On the console, click on the window to choose 4 control points. Press “r” to draw the grid.