Exercise Computer graphics – (till October 12, 2007)

Anti-Aliasing of primitives using the mid-point algorithm

Exercise 8: Finish your test application for drawing anti-aliased lines.

Exercise 9: a) Find a solution for drawing anti-aliased circles based on the mid-point version of the circle routine from the last exercise.

b) Praise the beauty of anti-aliased primitives as compared to the simple discrete ones :-)