Exercise Computer graphics – (till October 12, 2007)

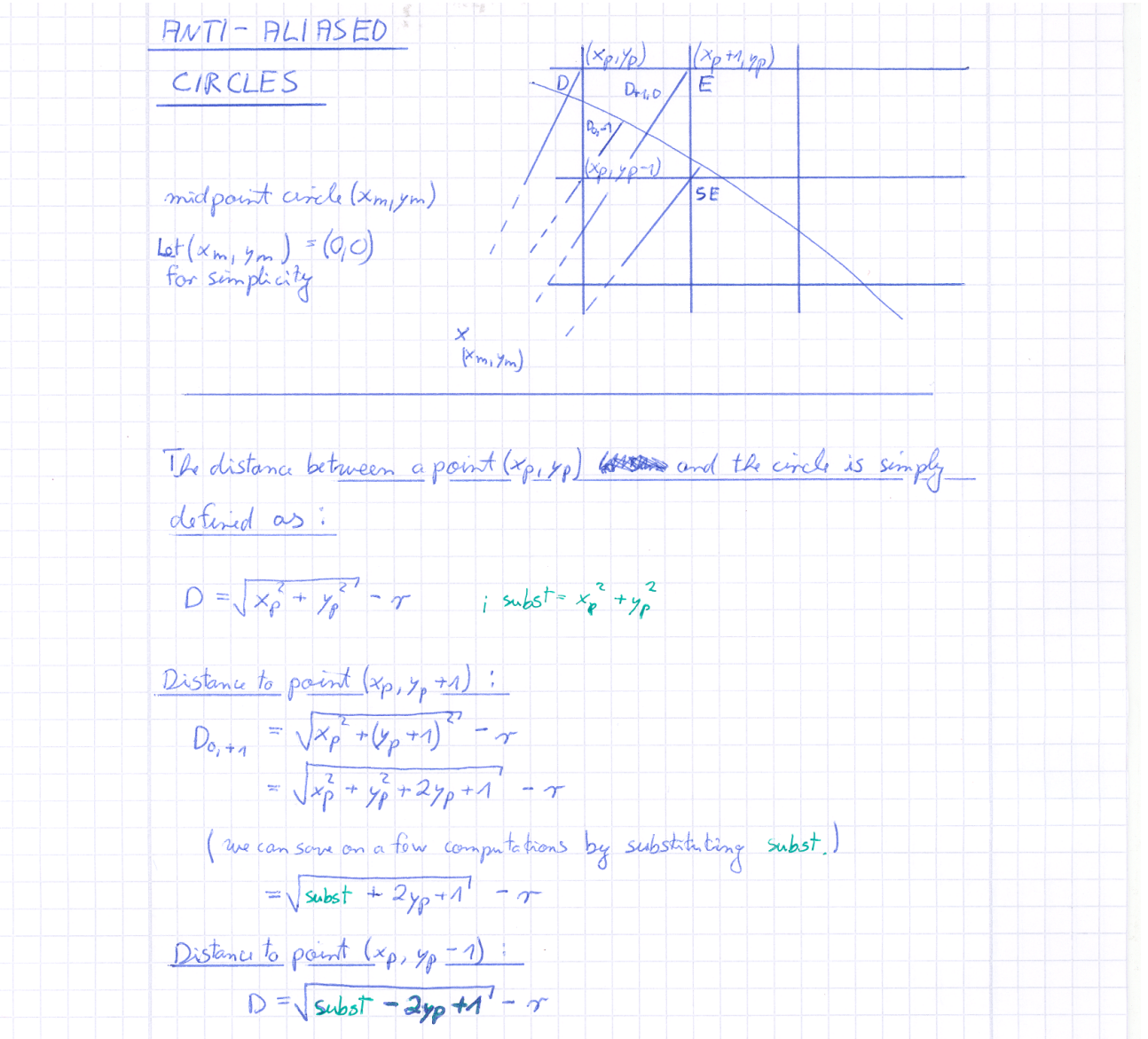
Anti-Aliasing of primitives using the mid-point algorithm

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

Solution: See code on homepage.

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.

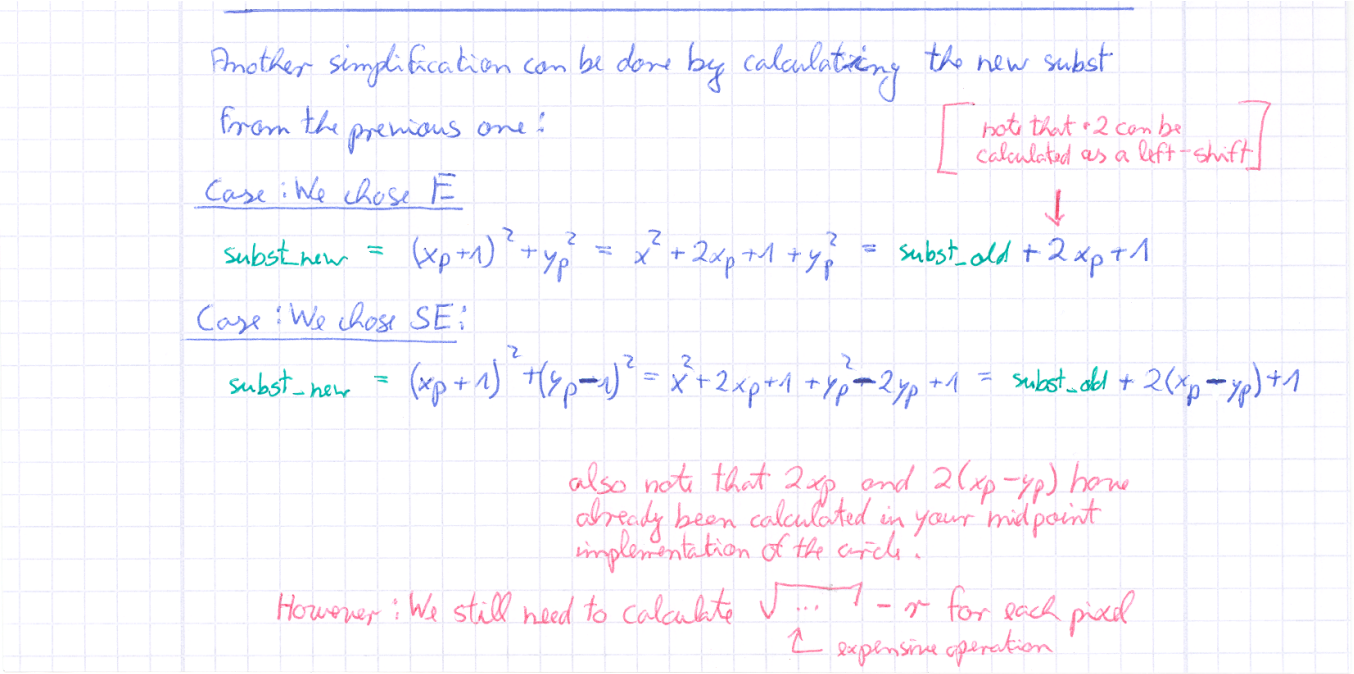
Solution:



Exercise Computer graphics – (till October 12, 2007)

Anti-Aliasing of primitives using the mid-point algorithm

Solution:
(continued)



How to speed up the calculation of the square root? => Don't calculate at all but look up the gray-value based on subst_new in a look up table (r is only const.)