

# Exercise Computer graphics

## Super Ellipse/Shape

Exercise 1: For which parameters does the equation of the super ellipses found by Gabriel Lamé

$$\left|\frac{x}{a}\right|^n + \left|\frac{y}{b}\right|^n = 1$$

a) yield a circle or

**Solution:**  $n=2$  and  $a=b$

b) a rectangle?

**Solution:**  $n=1$  and  $a, b$  arbitrary or  
 $n=\text{inf.}$  and  $a, b$  arbitrary

c) In which way is the equation useful for vector drawing applications that want to offer rounded rectangles?

**Solution:** If  $n$  converges against infinity, then the ellipse is converging against a rectangle. Intuitively, small values for one component, e.g.,  $x$ , lead to a value near zero when raised to the power of  $n$ . To compensate for that,  $y$  has to be near 1, so that the sum can equal 1. This “presses” the circle into the corners of a square.

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Exercise 2: The super-shape (by Johan Gielis) is known to be a generalization of the super-ellipse. For which parameters does the super-shape

$$r = \sqrt[n_1]{\left| \frac{1}{a} \cos\left(\frac{m}{4}\phi\right) \right|^{n_2} + \left| \frac{1}{b} \sin\left(\frac{m}{4}\phi\right) \right|^{n_3}}$$

a) yield a simple ellipse or

**Solution:**  $n_1=2, n_2=n_3=2, m=4, a$  and  $b$  according to ellipse scaling

b) a unit circle?

**Solution:**  $m=0, n_1=n_2=n_3>0, a=1; b!=0$  or  
 $n_1=n_2=n_3=2, a=b=1, m$  arbitrary

Exercise 3: Compile and run our super shape application under an operation system of your choice. (Hints can be found at [www.libSDL.org](http://www.libSDL.org))

Note that this exercise is mandatory and the precondition for doing other exercises in this lecture.

(You may use Java if you like)