Exercise Computer graphics

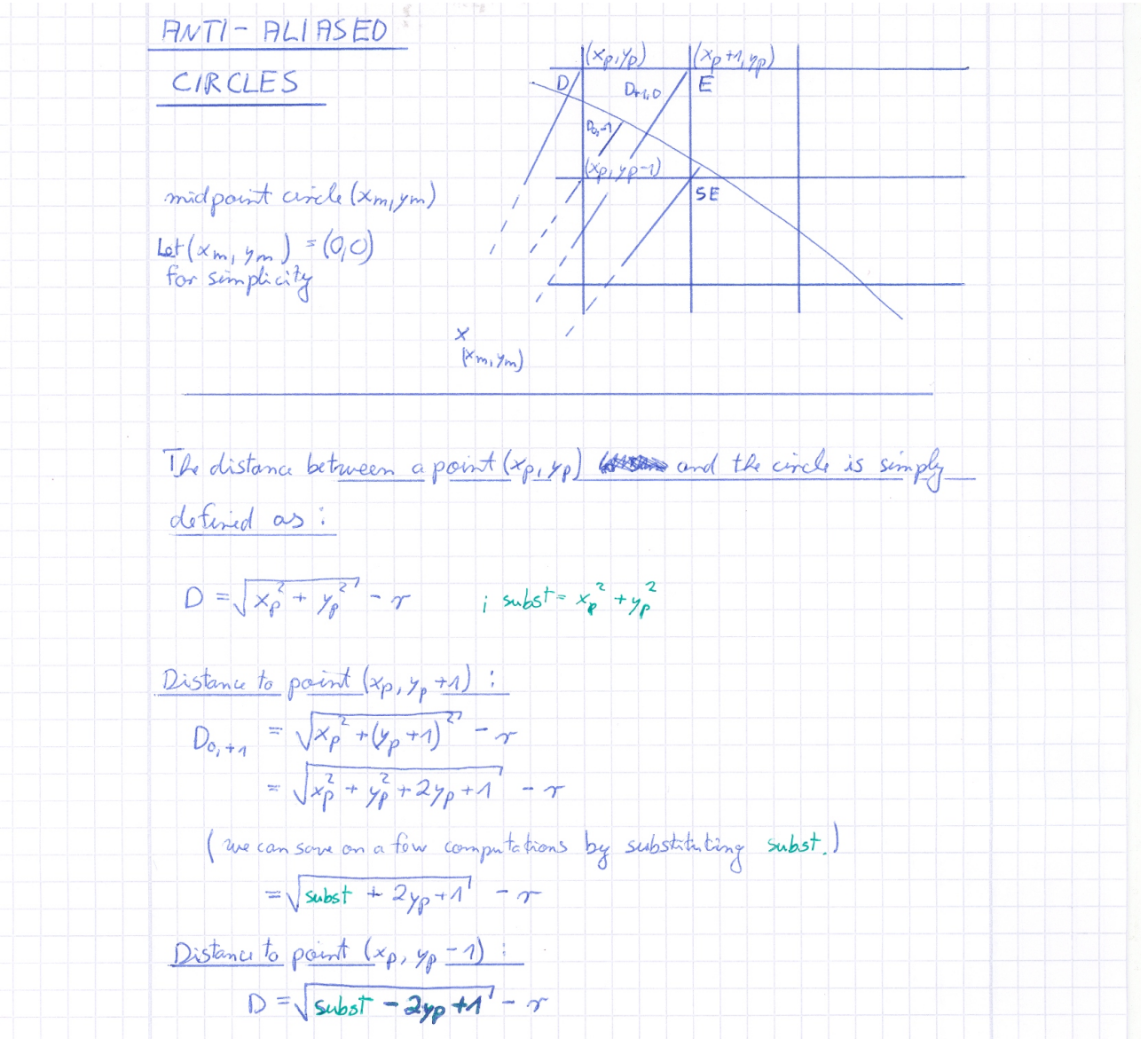
Anti-Aliasing of primitives using the mid-point algorithm

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:



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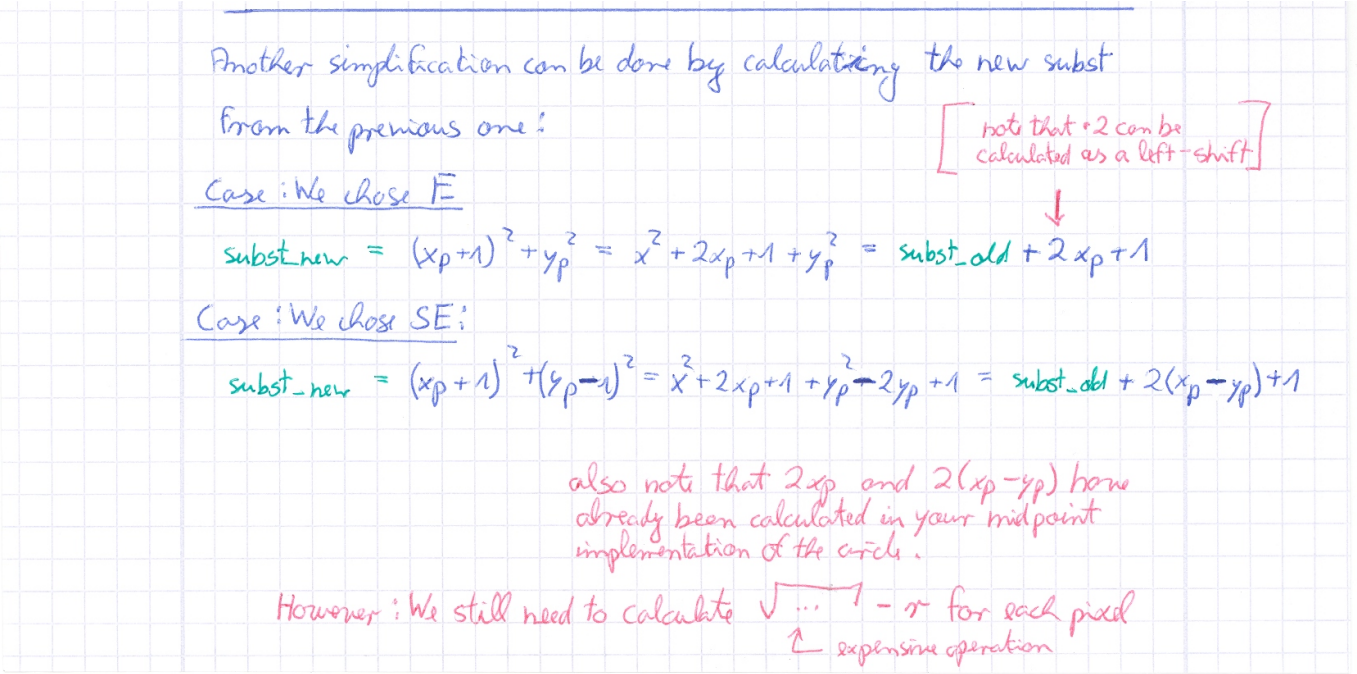
Exercise Computer graphics

Anti-Aliasing of primitives using the mid-point algorithm

Solution:
(continued)



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