

CS 402 - Fall 2005
Dr. Krone

Assignment 1

The purpose of this assignment is to give you an understanding of the steps necessary to create a computer graphics display. You will do all of the primitive steps to get a sense of why special graphics hardware is so important for clear images.

Part 1: Using either java or C++ (your choice), write a program that sets up a frame buffer and provides methods that rasterize a variety of images that you will model using real world examples. You should include a coordinate system, a square, a triangle, a line between two given points. You should also include a render method that allows your rasterized images to be displayed.

Due September 5.

Part 2: In the same program, add the capability to resize your images. Using your system, draw a robot. Be prepared to discuss how you might do animation and how you could improve your resolution. What if you wanted to add color?

Due September 7.