CSI 494 — SpTp: Computer Graphics

Homework #5, Implementation AND docs due Thursday

In this homework you will create a way to draw and fill polygons. Remember your program must compile and execute or you receive a 0.

Project Requirements:

1. Provide a method to input a polygon using the mouse and the keyboard. Polygons are considered to be a list of vertices.

2. Implement scan-line rendering of filled polygons. Use the edge table and active edge table.

3. Documentation: Be sure to thoroughly explain your polygon input methods.

4. **Extra Credit:** For extra credit implement polygon clipping.