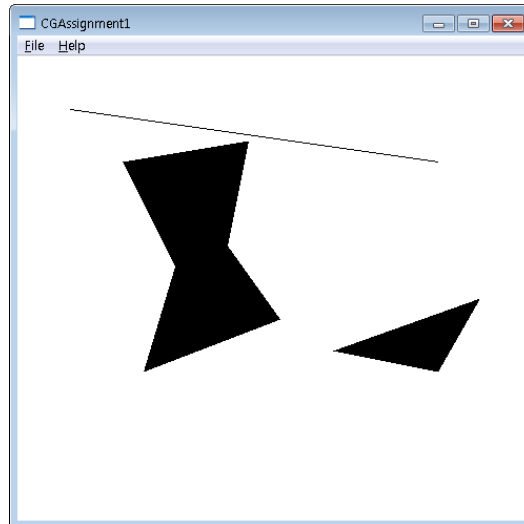


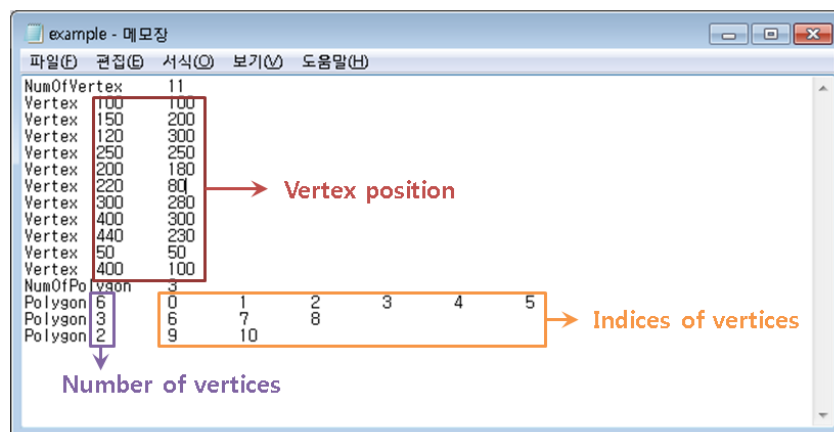
Assignment 1. Draw Lines and Polygons



- ▶ Write a program to draw lines and polygons using scan conversion algorithm. You have to use input file like below.

[Input file format]

- Number of vertices
- Vertex information : vertex position – x, y (0 ~ 500)
- Number of polygons
- Polygon information : number of vertices and indices of vertices composing each polygon



▶ Development environment will be given

- <http://vplab.snu.ac.kr/lectures/12-1/graphics/CGAssignment1.zip>
- You can use only **SetPixel()** for drawing

COLORREF SetPixel(HDC hdc, int X, int Y, COLORREF crColor)

hdc: a handle to the device context

X: the x-coordinate, in logical units, of the point to be set

Y: the y-coordinate, in logical units, of the point to be set

crColor: the color to be used to paint the point

▶ Due data: **2012/4/5 23:59**

- Source code
Briefly comment the source code
- Report
Describe structure and implementation
- Submit via email: jhyun@cglab.snu.ac.kr
Email subject: [CG]학번이름 (eg. [CG]2011-3XXXX윤지혜)
- 10% penalty per day delayed, no score after 5 days delay

▶ Grading

- Implementation: 90%
3 test input files containing some lines, triangles, and polygons
- Documentation: 10%

▶ If you have a question, email me (jhyun@cglab.snu.ac.kr)