Computer Graphics and Image Processing

(a) Describe an algorithm which draws a Bezier cubic curve to a specified tolerance using straight lines. [7 marks]

(b) Describe an algorithm for clipping a line against a rectangle. [8 marks]

(c) A Bezier cubic curve could be clipped and drawn using the algorithm in (a) to produce straight lines and the algorithm in (b) to do the clipping. Describe a more efficient algorithm which draws a Bezier cubic curve clipped against a rectangle. [5 marks]