

1997 Paper 11 Question 11

Computer Graphics and Image Processing

Describe an algorithm to draw a straight line using only integer arithmetic. You may assume that the line is in the first octant, that the line starts and ends at integer coordinates, and that the function *setpixel*(x, y) turns on the pixel at location (x, y) .

[13 marks]

Explain how straight lines can be used to draw Bezier cubic curves.

[7 marks]