Convexity and Interpolation

CS 420

Objectives:

- To understand what we mean by "convexity" in computer graphics.

- To understand and be able to interpolate vertex values within a triangle.

Experiments

- Exercise 7.2.

- Exercises 7.6 and 7.7.

- Experiment 7.1. Use the code in the `ExperimentInterpolateTriangle` folder.

- Exercises 7.12 and 7.14.

- Experiment 7.2.

- Exercise 7.16.