

CS 476-506 Homework Number 5

You are to implement a z-buffer algorithm that will paint the triangles in the table below.

Your z-buffer should be 800 by 600. Your background color should be (50,50,50).

All triangles should be oriented properly, i.e., make sure you transform to screen coordinates correctly.

Triangle	x1	y1	z1	x2	y2	z2	x3	y3	z3	Color
1	100	350	460	400	250	480	650	350	470	(255,0,0)
2	400	150	275	400	400	300	700	150	275	(0,255,0)
3	150	150	290	650	250	285	650	450	300	(0,0,255)
4	250	50	100	350	400	50	650	450	100	(200,200,0)
5	400	50	410	150	350	430	600	450	440	(0,200,200)
6	100	450	300	350	450	325	700	50	350	(200,0,200)
7	100	100	400	350	450	425	650	100	400	(220,150, 50)
8	150	100	430	150	200	430	300	100	425	(220,150,80)
9	150	100	250	300	450	200	650	100	275	(100,100,0)
10	250	250	100	600	450	100	600	100	150	(100,0,100)

Submit your solution to jyan in the usual way.

This homework is worth 60 points and due the 15th of November.