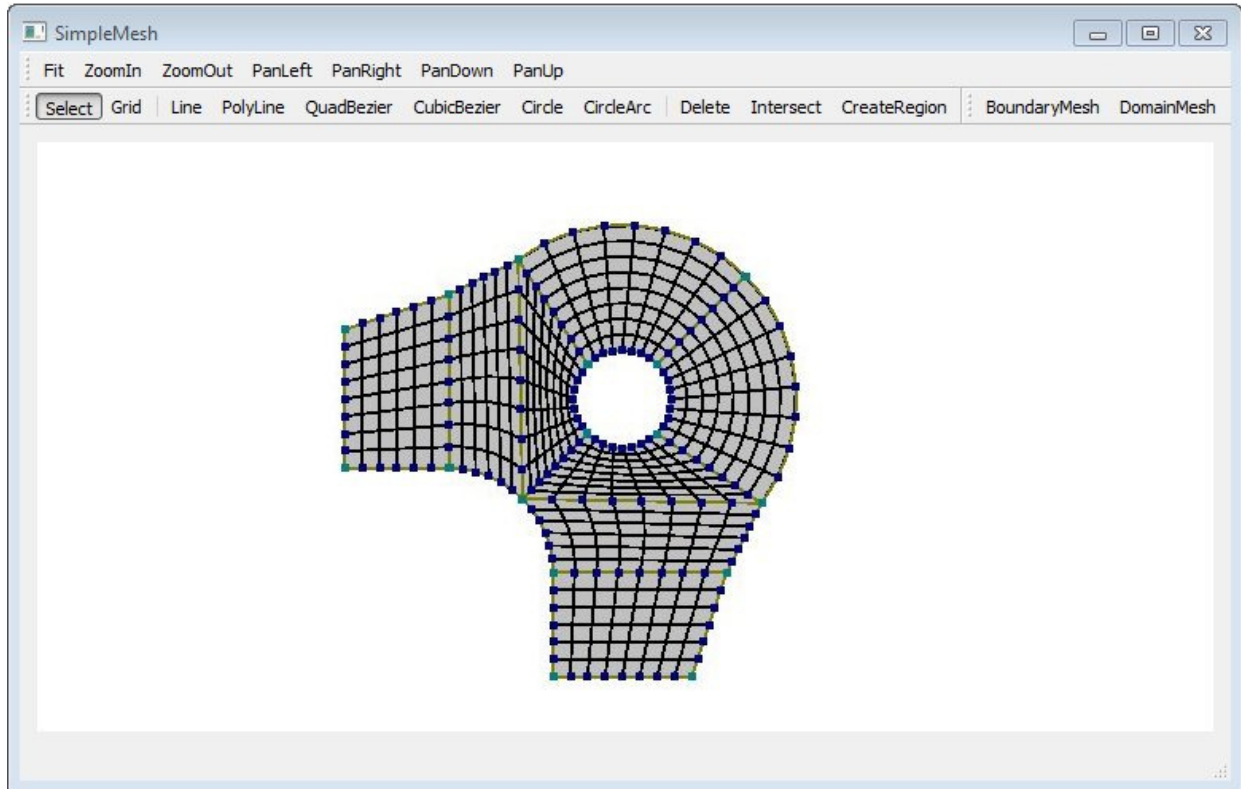# Introduction to Computer Graphics for Engineering

Short Course - 16th -18th June 2014

Implementation of Discrete Transfinite Mapping Meshing Algorithms

Complete the graphics program available in the course homepage:
http://www.tecgraf.puc-rio.br/~lfm/HW5-SimpleMesh.zip.
This program uses Qt interface system and OpenGL graphics system.
Understanding the given code is part of the assignment.

An executable program, which is the solution of the assignment, is provided:
http://www.tecgraf.puc-rio.br/~lfm/HW5-SimpleMesh-solution.zip.

Assignment

1. Complete the implementation of the discrete transfinite mapping meshing algorithms found in
   files `transfinbilinear.cpp` and `transfintrilinear.cpp` in the places indicated by comments:
   `/*** COMPLETE HERE – TRANSFINBILINEAR: XX ***/`
   `/*** COMPLETE HERE – TRANSFINTRILINEAR: XX ***/`
   in which:
   `transfinbilinear.cpp`: bilinear mapping discrete transfinite mapping.
   `transfintrilinear.cpp`: trilinear mapping discrete transfinite mapping.