

Angel and Shreiner: Interactive Computer Graphics, Eighth Edition

Chapter 10 Odd Solutions

10.1 There are a number of possibilities. One is to use the turtle representation where the angle is 60 degrees and the distance forward is half the size of the triangle. Then the sequence *FFRRFFRRFRFRFRFRFRFRFR* will draw the edges of the four triangles. Another approach is to have 3 productions, each of which draws one of the interior triangles.