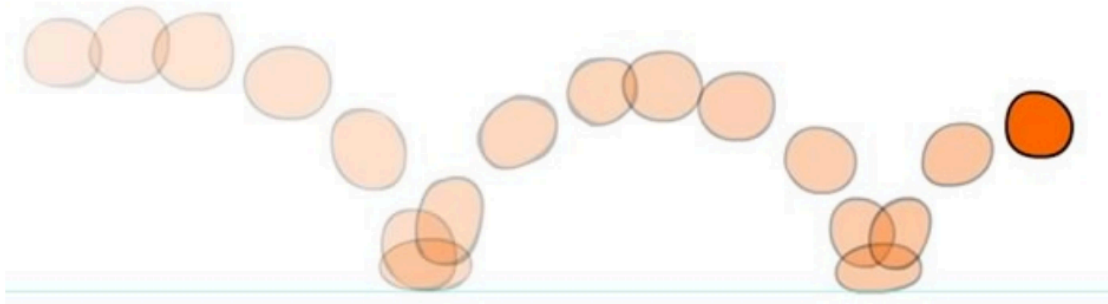# CMSC 435 / 634 Introduction to Computer Graphics

Homework Assignment 2 (Due March 28 before class by email to TA Anudeep)

• The work must be all your own.
• Be explicit, define your symbols, and explain your steps. (This will make it a lot easier for us to assign partial credit.)

1. (15 points)

Describe the math to calculate the animated bouncing ball using the Bezier Spline discussed in the lecture.

Describe the algorithm in plain language.

To submit, please email your answers in pdf to TA Anudeep. Please name your file as the following: Hw_02modling_<your name>.pdf. In your email, please use the following title [CMSC435] HW03 submission or [CMSC634] HW03 submission.