

CSCE 313

Lab 2

Image Rotation and Interpolation

Due Date: 2/25, 11:59pm

Design Requirements

For this lab, use the DE2 board to perform the following:

- display a continuously-rotated transformation of the image (in increments of 10 degrees clockwise)
- use bilinear interpolation to compute the color of each output pixel
- calculate the achieved frame rate based on the performance of the previous frame and
- print the current frame rate to the console.

Additional requirements:

- all out-of-bounds pixels are printed as black
- use the interval timer with at least 100 μ s granularity to calculate fps