Objective:
Development of a debugging tool to inspect the individual steps involved in Bézier curve intersection and the construction of patches for rasterization of vector graphics (given in SVG format). The testbench will make use of a pre-existing framework to handle geometric primitives (e.g. lines and curves) and should enable the interactive exploration of curve behaviour in various stages of our algorithms. Furthermore, a benchmark comparison of several state of the art path rendering methods and an automated test suite can be implemented.

Qualifications:
- C++
- OpenGL
- Preferrably basic knowledge of drawing libraries like Skia
- Preferrably basic understanding of geometry, vector math, curve equations

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