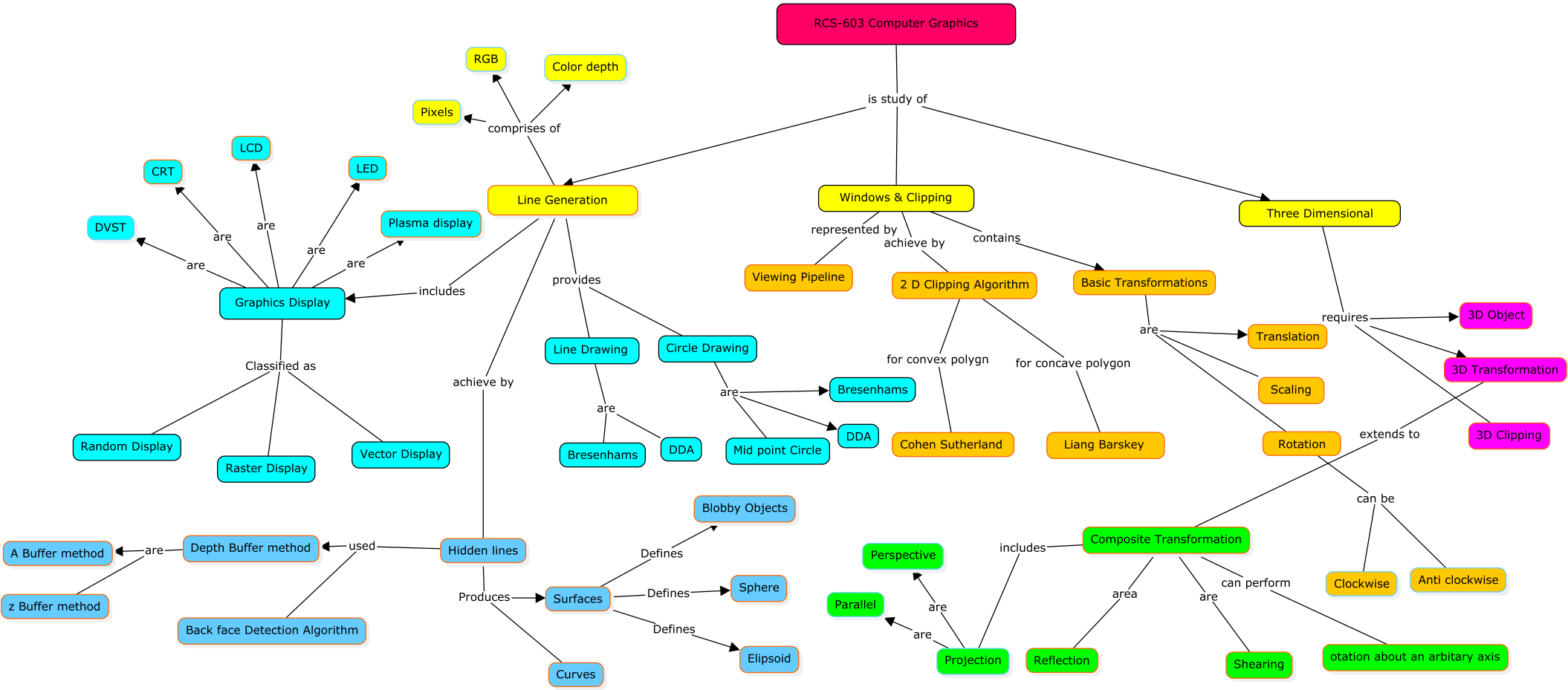
RCS-603 Computer Graphics
is study of
Line Generation
comprises of
RGB
Color depth
Pixels
Graphics Display
are
CRT
LCD
LED
DVST
Plasma display
includes
Classified as
Random Display
Raster Display
Vector Display
provides
Line Drawing
Circle Drawing
are
Bresenhams
DDA
Mid point Circle
achieve by
Hidden lines
used
Depth Buffer method
A Buffer method
z Buffer method
Back face Detection Algorithm
Produces
Surfaces
Defines
Blobby Objects
Sphere
Elipsoid
Curves
Windows & Clipping
represented by
Viewing Pipeline
achieve by
2 D Clipping Algorithm
for convex polygn
for concave polygon
Cohen Sutherland
Liang Barskey
contains
Basic Transformations
Translation
Scaling
Rotation
Three Dimensional
requires
3D Object
3D Transformation
3D Clipping
extends to
Composite Transformation
includes
Projection
Parallel
Perspective
area
Reflection
Shearing
can perform
otation about an arbitary axis
can be
Clockwise
Anti clockwise