

Computer Graphics

Prof. Madasu Hanmandlu



BPB PUBLICATIONS



Contents

| | | |
|-------------------|--|------------|
| | <i>Foreword</i> | |
| | <i>Preface</i> | v |
| | <i>How to use this Learning Material effectively</i> | vii |
| MODULE 1 : | DISPLAY AND INTERACTIVE DEVICES | ix |
| | Unit 1.1 Display Devices | 1 |
| | Unit 1.2 Interactive Input Devices | 8 |
| | Unit 1.3 Graphical Input Techniques | 25 |
| | Unit 1.4 Graphics Software | 37 |
| MODULE 2 : | SCAN CONVERSION OF GEOMETRIC PRIMITIVES AND SOLID AREAS | 38 |
| | Unit 2.1 Scan Conversion of Geometric Primitives | 61 |
| | Unit 2.2 Scan Conversion of Solid Areas | 64 |
| MODULE 3 : | CLIPPING OF LINES AND POLYGONS | 89 |
| | Unit 3.1 Clipping of Lines | 131 |
| | Unit 3.2 Clipping of Polygons | 136 |
| | Unit 3.3 3-D Line Clipping | 156 |
| MODULE 4 : | GEOMETRIC TRANSFORMATIONS | 160 |
| | Unit 4.1 Transformations for Translation | 187 |
| | Unit 4.2 Transformation for Rotation | 190 |
| | Unit 4.3 Scaling and Viewing Transformations | 193 |
| | Unit 4.4 Transformation for Mirror Reflection | 204 |
| | Unit 4.5 Shearing and Inverse Transformations | 210 |
| MODULE 5 : | PROJECTIVE TRANSFORMATIONS | 220 |
| | Unit 5.1 Transformations for Perspective Projection | 243 |
| | Unit 5.2 Transformations for Parallel Projection | 246 |
| MODULE 6 : | REPRESENTATION OF CURVES, SURFACES AND SOLID OBJECTS | 272 |
| | Unit 6.1 Polygon Surface Representation and Quadrics and Superquadrics | 305 |
| | Unit 6.2 Parametric Curves and Surface | 308 |
| | Unit 6.3 B-spline Curves and Surfaces | 318 |

| | | | |
|--------------------|-----------|---|------------|
| | Unit 6.4 | Representation of Solids | 371 |
| MODULE 7 : | | HIDDEN SURFACE AND LINE REMOVAL | 391 |
| | Unit 7.1 | Object-space Approaches | 395 |
| | Unit 7.2 | Image Space Methods | 398 |
| | Unit 7.3 | Methods Using both Object and Image Space | 406 |
| | Unit 7.4 | Image Space or Object Space Method | 417 |
| | Unit 7.5 | Wire Frame Methods | 422 |
| MODULE 8 : | | GENERATION OF REALISTIC SCENES | 433 |
| | Unit 8.1 | Basic Illumination Models | 437 |
| | Unit 8.2 | Calculation of Surface Normal | 453 |
| | Unit 8.3 | Polygon-Rendering Methods | 457 |
| | Unit 8.4 | Ray Tracing Methods | 469 |
| | Unit 8.5 | Fractal-Geometry Methods | 481 |
| MODULE 9 : | | ANIMATION | 511 |
| | Unit 9.1 | Animation Systems | 517 |
| | Unit 9.2 | Motion Specifications | 527 |
| MODULE 10 : | | MULTIMEDIA | 537 |
| | Unit 10.1 | Hypertext and Hyper Media | 540 |
| | Unit 10.2 | Images | 544 |
| | Unit 10.3 | Sounds | 548 |
| | Unit 10.4 | Multimedia Software Tools | 551 |
| | Unit 10.5 | Hardware Elements | 556 |
| | | <i>Appendix</i> | 568 |
| | | <i>Index</i> | 570 |