

Contents

<i>Foreword</i>	<i>xvii</i>
<i>Preface</i>	<i>xix</i>
1. Introduction to Computer Graphics	1
1.1 Introduction	1
1.2 Noninteractive/Interactive Graphics	2
1.3 Uses of Computer Graphics	4
1.4 Classification of Applications	10
1.5 Programming Language, Graphics and Operating Software	12
1.6 Graphic Systems Configuration	13
<i>Review Questions</i>	14
2. Graphics Systems	16
2.1 Introduction	16
2.2 Cathode Ray Tube (CRT) Basics	16
2.3 Refresh Display	18
2.4 Direct View Storage Tube (DVST)	19
2.5 Raster Display	20
2.6 Input Devices	23
2.7 Output Devices	32
2.8 Computer Graphics Software	35
2.9 Integration of Graphics Standard	45
2.10 Interactive Graphics Techniques	45
2.11 Graphical User Interface (GUI)	47
<i>Solved Exercises</i>	57
<i>Review Questions</i>	58
3. Output Primitives	60
3.1 Introduction	60
3.2 Representing Image	60
3.3 Straight Line	61

3.4	Line Drawing Algorithms	62	
3.5	Differential Digital Analyser (DDA) Algorithm	63	
3.6	Bresenham's Line Algorithm	63	
3.7	Circle-Generating Algorithm	66	
3.8	Bresenham's Circle Algorithm	67	
3.9	Midpoint Circle Algorithm	69	
3.10	Ellipse-Generating Algorithm	70	
3.11	Midpoint Ellipse Algorithm	71	
3.12	Polygon Filling Algorithms	73	
3.13	Character or Text Generation	76	
3.14	Aliasing and Antialiasing	77	
	<i>Solved Exercises</i>	93	
	<i>Review Questions</i>	96	
4.	Two-Dimensional Transformations		98
4.1	Introduction	98	
4.2	Representation of Points	98	
4.3	Matrix Algebra and Transformation	99	
4.4	Transformation of Points	99	
4.5	Transformation of Straight Line	101	
4.6	Midpoint Transformation	102	
4.7	Transformation of Parallel Lines	103	
4.8	Transformation of Intersecting Lines	104	
4.9	Rotation, Reflection and Scaling of Straight Line or Polygons	105	
4.10	Combined Transformation	108	
4.11	Translation and Homogeneous Coordinates	108	
4.12	Rotation about an Arbitrary Point	109	
4.13	Reflection about an Arbitrary Line	110	
	<i>Solved Exercises</i>	120	
	<i>Review Questions</i>	127	
5.	Windowing and Clipping		129
5.1	Introduction	129	
5.2	Viewing Transformation	131	
5.3	Clipping	133	
5.4	Point Clipping	133	
5.5	Line Clipping	134	
5.6	Cohen–Sutherland Line Clipping	134	
5.7	Parametric Liang–Barsky 2D Line Clipping Algorithm	136	
5.8	Polygon Clipping	137	
5.9	Sutherland–Hodgman Algorithm	138	
5.10	Curve Clipping	139	
5.11	Text Clipping	140	
	<i>Solved Exercises</i>	154	
	<i>Review Questions</i>	163	
6.	Plane Curves		166
6.1	Introduction	166	

6.2	Curve Representation	166	
6.3	Nonparametric Representation	167	
6.4	Parametric Representation	168	
6.5	General Conic Curves	169	
6.6	Parametric Representation of Circle, Ellipse, Parabola and Hyperbola	170	
	<i>Solved Exercises</i>	180	
	<i>Review Questions</i>	183	
7.	3D Concepts and Techniques		184
7.1	Introduction	184	
7.2	3D Transformation	185	
7.3	Rotation about an Axis Parallel to a Coordinate Axis	190	
7.4	Rotation about an Arbitrary Axis in Space	190	
7.5	Reflection through an Arbitrary Plane	191	
7.6	3D Modelling Schemes	191	
7.7	Projection	193	
7.8	Orthographic Projection	193	
7.9	Isometric Projection	194	
7.10	Oblique Projection	195	
7.11	Perspective Projection	198	
7.12	One-, Two- and Three- Point Perspective	201	
7.13	Viewing Parameters	205	
7.14	Object Coordinate Conversion to View Plane Coordinate	207	
7.15	3D Clipping	208	
7.16	View Volume	208	
	<i>Solved Exercises</i>	213	
	<i>Review Questions</i>	221	
8.	Space Curve		223
8.1	Introduction	223	
8.2	Parametric Cubic Polynomial Curves	224	
8.3	Solution of Cubic Polynomial Curves	225	
8.4	Bezier Curves	228	
8.5	Spline Representation	234	
8.6	Parametric and Geometric Continuity Condition	235	
8.7	Spline as Piecewise Polynomials	235	
8.8	Spline as Blending Function	236	
8.9	Spline as Curve Design Tool	237	
8.10	Closed Curves-Based Spline	238	
8.11	Changing Knot Spacing	238	
8.12	Basis Function for Spline Curves	239	
8.13	B-Spline Basis Functions	239	
8.14	B-Spline with Multiple Knots	241	
8.15	Open B-Spline Curves	242	
8.16	Bezier Curve to B-Spline Curve	245	
8.17	General Characteristics of B-Spline Curves	245	

8.18	Rational B-Spline Curves	247	
8.19	Special Cases of NURBS Curve Design	249	
8.20	B-Spline Curve Fitting	252	
	<i>Solved Exercises</i>	263	
	<i>Review Questions</i>	268	
9.	Surface Generation		270
9.1	Introduction	270	
9.2	Parametric Representation of Surface	272	
9.3	Quadric Surfaces	273	
9.4	Bezier Surface	276	
9.5	Bezier Surface Patch	279	
9.6	B-Spline Surfaces	280	
9.7	Rational B-Spline Surfaces	283	
	<i>Solved Exercises</i>	297	
	<i>Review Questions</i>	299	
10.	Visible Surface Detection		301
10.1	Introduction	301	
10.2	Hidden Surface Removal Algorithms	303	
10.3	Hidden Line Removal Method	314	
	<i>Solved Exercises</i>	318	
	<i>Review Questions</i>	325	
11.	Colour and Illumination Models		327
11.1	Introduction	327	
11.2	Colours	327	
11.3	Illumination Model and Light Sources	333	
11.4	Specular Reflection	335	
11.5	Intensity Attenuation	335	
11.6	Shadow	335	
11.7	Reflectivity and Refractivity	336	
11.8	Radiosity Model	337	
	<i>Solved Exercises</i>	342	
	<i>Review Questions</i>	345	
12.	Texturing		346
12.1	Introduction	346	
12.2	Surface Texturing	347	
12.3	Bump Mapping	367	
12.4	Environment Mapping	372	
	<i>Solved Exercises</i>	373	
	<i>Review Questions</i>	377	
13.	Shading Methods		379
13.1	Introduction	379	
13.2	Polygon Shading Methods	379	
	<i>Solved Exercises</i>	390	
	<i>Review Questions</i>	395	

14. Modelling Concepts and Techniques	397
14.1 Introduction	397
14.2 Structures and Hierarchical Modelling	397
14.3 Hierarchical Modelling with Structures	399
14.4 Advanced Modelling Techniques	401
14.5 Procedural Models	402
14.6 Fractals	402
14.7 Grammar-Based Models	415
14.8 Physical-Based Modelling	416
14.9 Particle System	417
<i>Review Questions</i>	418
15. Animation	419
15.1 Introduction	419
15.2 Devices for Producing Animation	420
15.3 Computer-Assisted Animation	423
15.4 Video Formats	424
15.5 Frame-by-Frame Animation Techniques	425
15.6 Real-Time Animation Techniques	426
15.7 Animation Software	435
<i>Solved Exercises</i>	436
<i>Review Questions</i>	441
16. Introduction to Multimedia	443
16.1 Introduction	443
16.2 Visual Elements	444
16.3 Sound Elements	451
16.4 Multimedia Storage	452
<i>Review Questions</i>	459
Bibliography	460
Index	465