



Computer Graphics for ANNA University (V-CSE-2013 Course)

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Technical Publications 0. Softcover. Book Condition: New. First edition. Introduction Survey of computer graphics, Overview of graphics systems - Video display devices, Raster scan systems, Random scan systems, Graphics monitors and workstations, Input devices, Hard copy devices, Graphics software; Output primitives - Points and lines, Line drawing algorithms, Loading the frame buffer, Line function, Circle and ellipse generating algorithms, Pixel addressing and object geometry, Filled area primitives. Two Dimensional Graphics Two dimensional geometric transformations - Matrix representations and homogeneous co-ordinates, Composite transformations, Two dimensional viewing - Viewing pipeline, Viewing co-ordinate reference frame, Window-to-viewport co-ordinate transformations, Two dimensional viewing functions, Clipping operations - Point, Line and polygon clipping algorithms. Three Dimensional Graphics Three dimensional concepts, Three dimensional object representations - Polygon surfaces - Polygon tables - Plane equations - Polygon meshes, Curved lines and surfaces, Quadratic surfaces, Blobby objects, Spline representations - Bezier curves and surfaces - B-spline curves and surfaces. Transformation and Viewing : Three dimensional geometric and modeling transformations - Translation, Rotation, Scaling, Composite transformations, Three dimensional viewing - Viewing pipeline, Viewing co-ordinates, Projections, Clipping, Visible surface detection methods. Illumination and Colour Models Light sources - Basic illumination models - Halftone patterns and dithering techniques. Properties of light -...

Reviews

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-- **Kayley Lind**