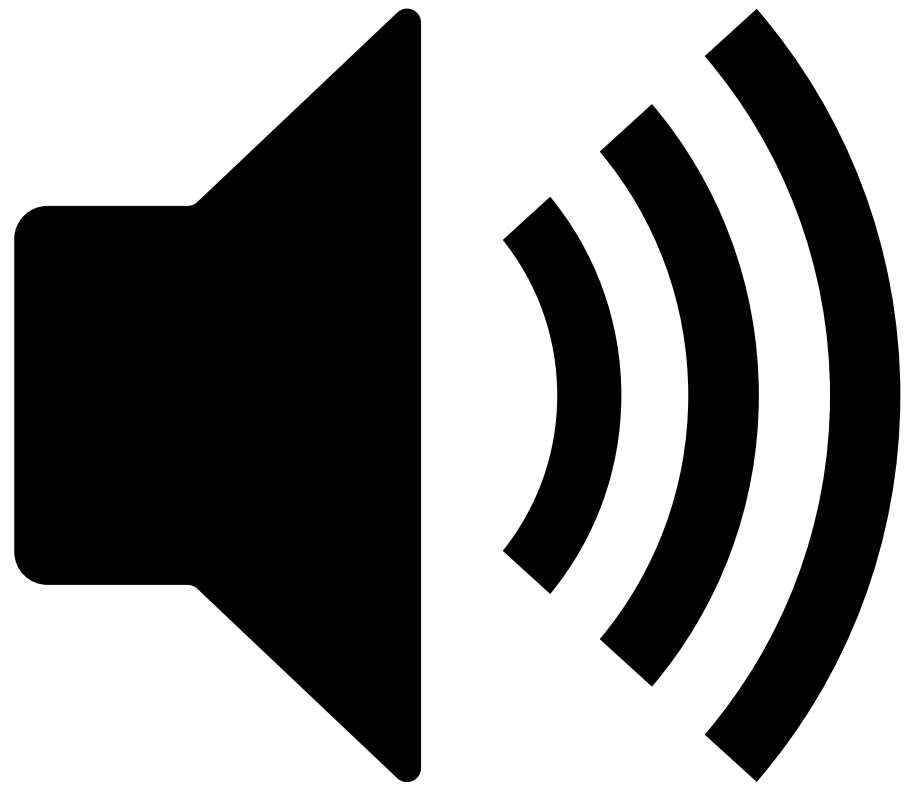
Screen Coordinate System

The display data, which comes as a signal from network or from the memory of the computer, is often stored in a temporary memory (or video or graphics buffer as we call it) and queues before being passed on to the actual pixels.

This buffer is usually a one or two dimensional array which contains raw colour signal data for each pixel and goes in from top left corner to bottom right corner, prescribed by the Screen Coordinate System.

Most display systems consider top left corner as (0,0) and bottom right corner as (width-1, height-1) against the usual graph that you would be familiar with, where (0,0) is located at the center.



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Basic Geometric Transformations