**CHAPTER-2**

**LITERATURE SURVEY**

**2.1 Interactive and Non-Interactive Graphics**

CG (Computer graphics) started with the display of data on hardcopy plotters and cathode ray tube screens soon after the introduction of computer themselves. It includes the creation, storage, and manipulation of models and images of objects. These models include physical, mathematical, engineering, architectural, and even conceptual or abstract structures, natural phenomena, and so on. Computer Graphics today is largely interactive- the user controls the contents, structure, and appearance of objects and their displayed images by using input devices, such as keyboard, mouse or touch sensitive panel on the screen. Bitmap graphics is used for user-computer interaction. A Bitmap is an ones and zeros representation of points (pixels, short for ‘picture elements’) on the screen. Bitmap graphics provide easy-to-use and inexpensive graphics based applications.

The concept of ‘desktop’ is a popular metaphor for organizing screen space. By means of a window manager, the user can create, position, and resize rectangular screen areas, called windows, that acted as virtual graphics terminals, each running an application. This allowed users to switch among multiple activities just by pointing at the desired window, typically with the mouse. Graphics provides one of the most natural means of communicating with the computer, since our highly developed 2D and 3D pattern – recognition abilities allow us to perceive and process pictorial data rapidly and efficiently. In many design, implementation, and construction processes, the information pictures can give is virtually indispensable.

Computer graphics is the creation and manipulation of pictures with the aid of computers. It is divided into two broad classes:

* Non-Interactive Graphics.
* Interactive Graphics.

**2.1 Non-Interactive graphics**

This is a type of graphics where observer has no control over the pictures produced on the screen. It is also called as Passive graphics.