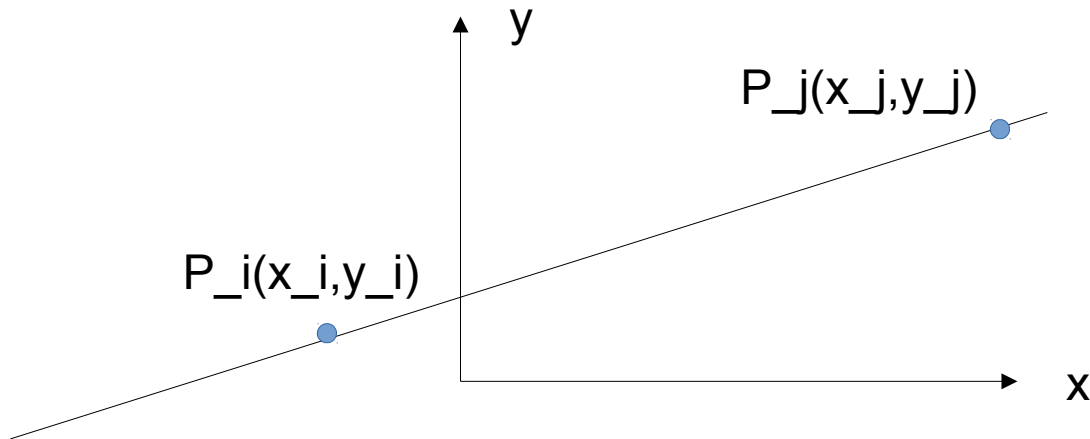


Introduction to 2D Vector Graphics



Note:

(1) for $\alpha = 0$ and 1 equation (2) returns $P(x,y) = P_i(x_i, y_i)$, $P(x,y) = P_j(x_j, y_j)$;

Based on the above vector form equation, generate screen savers and trees. (Reference: H. Li, IEEE Transactions on Education)

Direction vector $d(x,y) = (dx, dy)$, which is defined as

$$d(x,y) = P_i(x_i, y_i) - P_j(x_j, y_j) \quad \dots (1)$$

$$= (x_i - x_j, y_i - y_j) \quad \dots (1-1)$$

Now the vector form equation for the straight line:

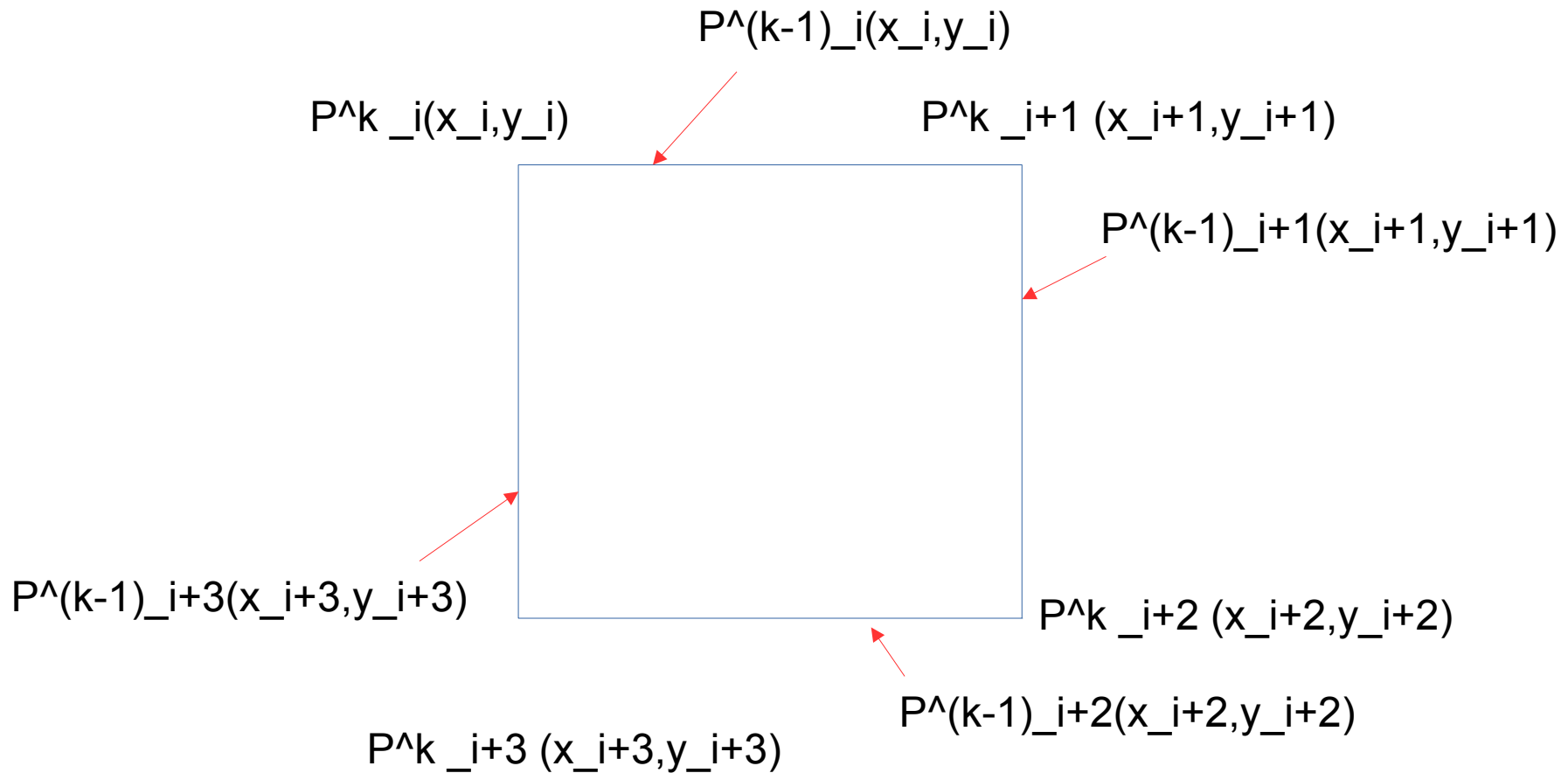
$$P(x,y) = P_i(x_i, y_i) + \alpha * (P_i(x_i, y_i) - P_j(x_j, y_j))$$

$$\dots (2)$$

Where $0 \leq \alpha \leq 1$



2D Vector Graphics to Create Rotating Pattern



From equation (1), we can derive the following equation

$$P^k(x, y) = P^{(k-1)}_i(x_i, y_i) + \alpha * (P^{(k-1)}_i(x_i, y_i) - P^{(k-1)}_j(x_j, y_j)) \dots (3)$$

Choose $\alpha = 0.8$

2D Rotating Pattern Technique

I have created an algorithm to summarize the rotating pattern technique:

Defining a polygon with a set of vertices $\{(x_i, y_i) | i = 1, 2, \dots, k\}$, one can use a vector formula to describe an object reduction and rotation as:

$$(x_i^{l+1}, y_i^{l+1}) = (x_i^l, y_i^l) + \mu(x_{i+1}^l - x_i^l, y_{i+1}^l - y_i^l) \quad (1)$$

where the subscript i is used to denote each vertex of a given object, $i = 1, 2, \dots, k$. If $i = k$ and $i + 1 > k$, then $i + 1 = 1$. The superscript l is used to denote the level of iteration. The constant μ is defined as $0 \leq \mu \leq 1$, which is used to define the rate of reduction. For example, if $\mu = 0.5$ then each side of the object is reduced to half. This μ is also related to the direction of the rotation. For μ less than 0.5, the rotation is toward the current reference point (x_i^l, y_i^l) , otherwise the rotation is away from the current point. Equation (1) is, in fact, derived directly from a vector addition. Let us assume $\bar{a} = (x_i^l, y_i^l)$, $\bar{b} = (x_{i+1}^l - x_i^l, y_{i+1}^l - y_i^l)$, and $\bar{a}' = (x_i^{l+1}, y_i^{l+1})$, then (1) can be written as $\bar{a}' = \bar{a} + \mu(\bar{b} - \bar{a})$ for vertices i and $i + 1$ with reduction at level l . Following

the argument above, μ can also be expanded to the range greater than 1 to produce magnification.

Reference:

IEEE TRANSACTIONS ON EDUCATION, VOL. 35, NO. 1,
Three-Dimensional Computer Graphics
Using EGA or VGA Card By H. Li

