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2-1 :

VIDEO DISPLAY DEVICES

Fig: 2-2 : Basic design of a magnetic - deflection CRT

Fig: 2-4 : Electrostatic deflection of the electron beam in a CRT.

Fig: 2-7 : A raster - scan system displays an object as a set of discrete points across each scan line.

Fig: - 2.8 Interlacing scan lines on a raster - scan display. First all points

Random - scan displays:

Fig: 2.9 : Page 43

color produce କଲର ପ୍ରଣାଳୀ system - ଏହା ମୋନିଟର
first but କୁହୁ 4 ଟି color produce କରନ୍ତି ନାହିଁ ।

Fig: 2-10

ଏହା electron gun ଯାହା 3 ଟି pixel ପ୍ରତି 3 ଟି
different point କୁ point କରେ । same ଜାତି
ର pixel ପ୍ରତି 3 ଟି - - -

Fig - 2-14 :

* How LED works? fig - 2-16

LED display ଏହା ଦ୍ଵାରା ଦେଖିବା crystal ।
ବାହ୍ୟ ଏହା ଦେଖିବା light କୁ rotate କରେ । crystal
ଏହା ଏହା ଦେଖିବା voltage ଦେଖିବା ଏହା ଏହା ଏହା
depend କରେ light କୁ rotate କରେ । ଏହା
ବାହ୍ୟ display ଠାରେ ଏହା light ଦେଖିବା
ଯାଏ ।

fig 2-17 : 3D Display

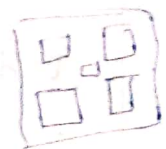
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2-4 Graphics monitors and workstation :

2-5 Input devices :

Coordinate representation :

modeling coordinator
or local coordinator



$(x_{mc}, y_{mc}) \rightarrow$

Graphics function :

Output Primitive : (যেহা)

basic format

(যেহা) Output Primitive

Geometric transformation : কোন কিছু ঘোরান
করা

viewing transformation : কি রকম দেখা যাবে

ওহি (যেহা) viewing transformation

chapter - 3

3-1 Points and lines:

3-2 Line drawing algorithm:

$$y = mx + b$$

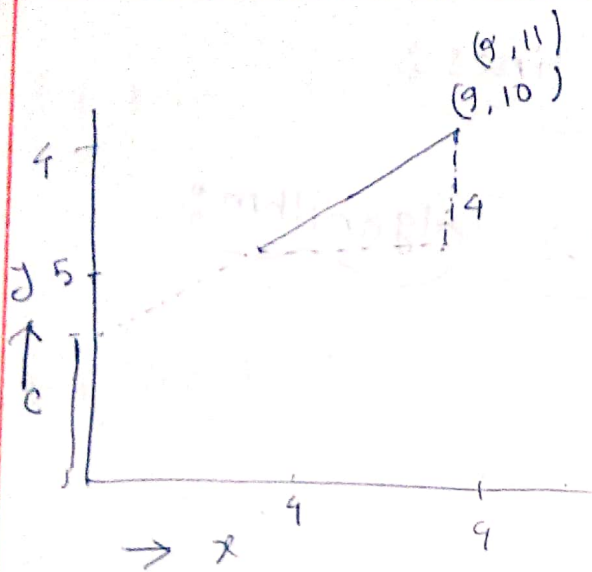
$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

$$b = y_1 - m \cdot x_1$$

$$\Delta y = m \Delta x$$

$$\Delta x = \frac{\Delta y}{m}$$

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$(4, 5), (9, 9)$

$$m = \frac{9-5}{9-4} = \frac{4}{5} = 0.8$$

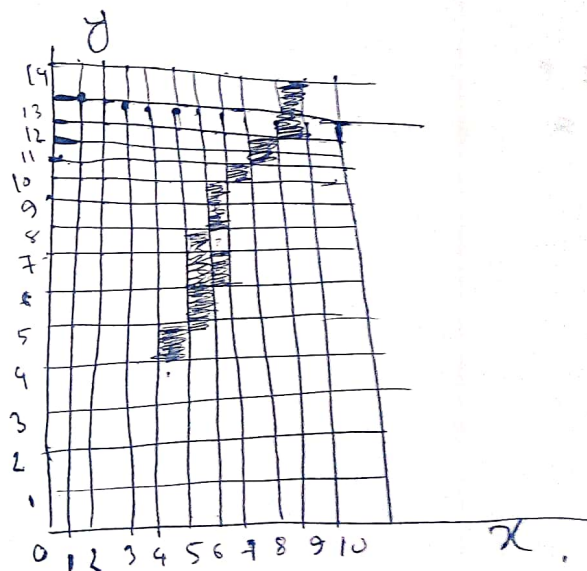
x	y	
4	5	5
5	5	6
6	6	7
7	7	7
8	8	8
9	9	9

$(4, 5), (9, 11)$

$$m = \frac{6}{5} = 1.2$$

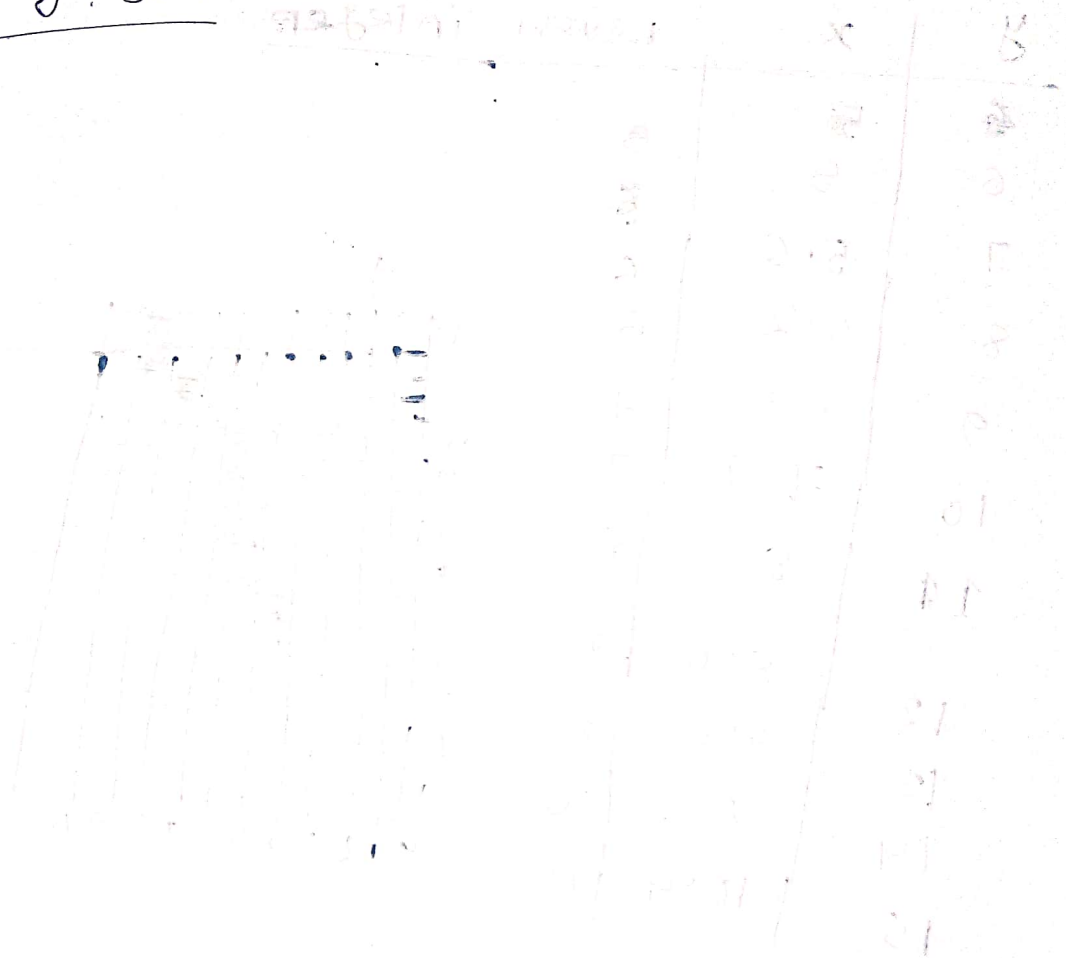
(5, 6) , (10, 15)

y	x	nearest integer
4	5	5
6	5	5
7	5.6	6
8	6.2	6
9	6.8	7
10	7.4	7
11	8	8
12	8.6	9
13	9.2	9
14	9.8	10
15	10.4	10

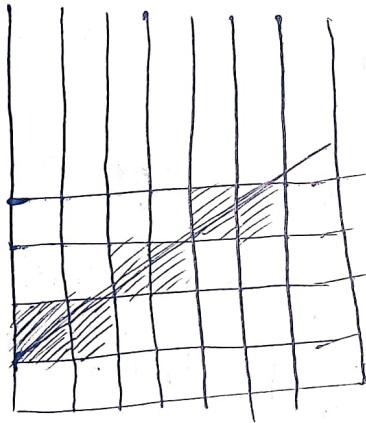
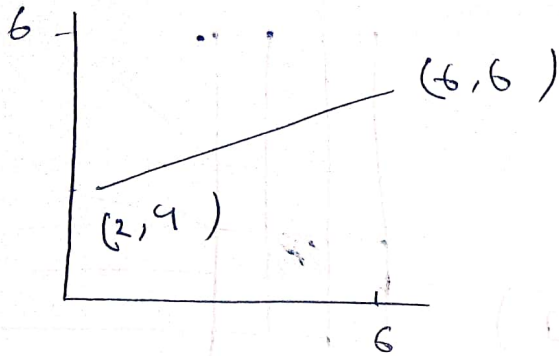


$(20, 10), , (30, 18)$

fig : 3-9:



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x_k, y_k

$x_{k+1}, y_k / y_{k+1}$

Bresenham's Line Drawing Algorithm for
 $|m| < 1$

P = decision parameter

* exam
algorithm of derivation and

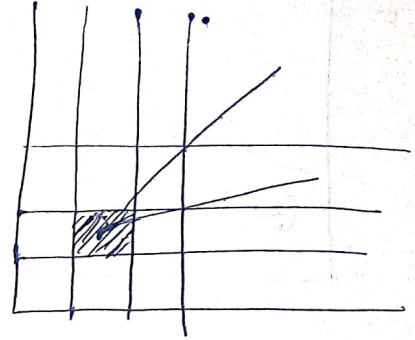
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(क) कलन करो ।

$$d_1 = (y_i - y_{i+1}) \rightarrow m(x_{i+1})$$

$$d_2 = - (x_{i+1} - x_i) - y$$

$$d_1 = (x_{i+1} - x_i), (y_i - y_{i+1})$$



exam

⊗ line draw करो रत ।

CT-xm

- (1) CRT and LED कितने रतों में ?
- (3) DDA algorithm and calculation and limitation.
- (4) Bresenham's algorithm calculation and derivation.