Graphics

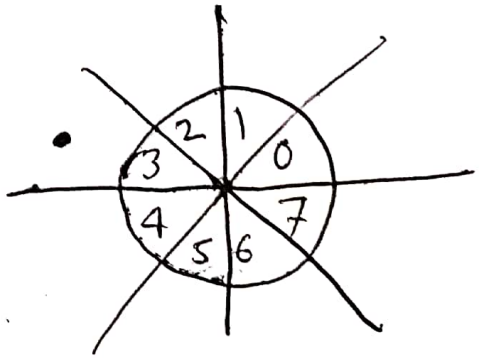
In-course

(1) Line drawing algorithm — 10 marks

(x_0, y_0) to (x_1, y_1)

① Zone
② Derivation (dinit, Δ stuff)
③ Algorithm
④ Simulation

(2) Circle — octate 1 ↑ $(0, r)$ / $(r, 0)$ → octate 0



- Might change octate
  sir octate 1 করাইছে

① Derivation ③ Simulation
② Algorithm

- Zone 0 to any zone
- Any zone to zone 0

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(3) Zone Determination Algorithm for line

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(4) Apply 8 way symmetry to find zone independent line drawing algorithm.

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(5) Ellipse -> same for circle

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(6) Cohensutherland (1) make code 2D/3D
(2) Basic principle of Cohensutherland
(3) Line clipping code 2D/3D
(4) Quiz, find code, rejected/partial.

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(7) Cyrus beak (1) Derivation of t f list of t. (Quiz)
(2) How to determine if a point is leaving/entering a boundary.
(3) find new co-ordinate using t

(8) Polygon filling
① Edge table
② Active edge table

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(9) Polygon clipping
① 4 rules of cohensutharland
② clip one boundary f.
show output (co-ordinate)