

Devices

Plasma Panel

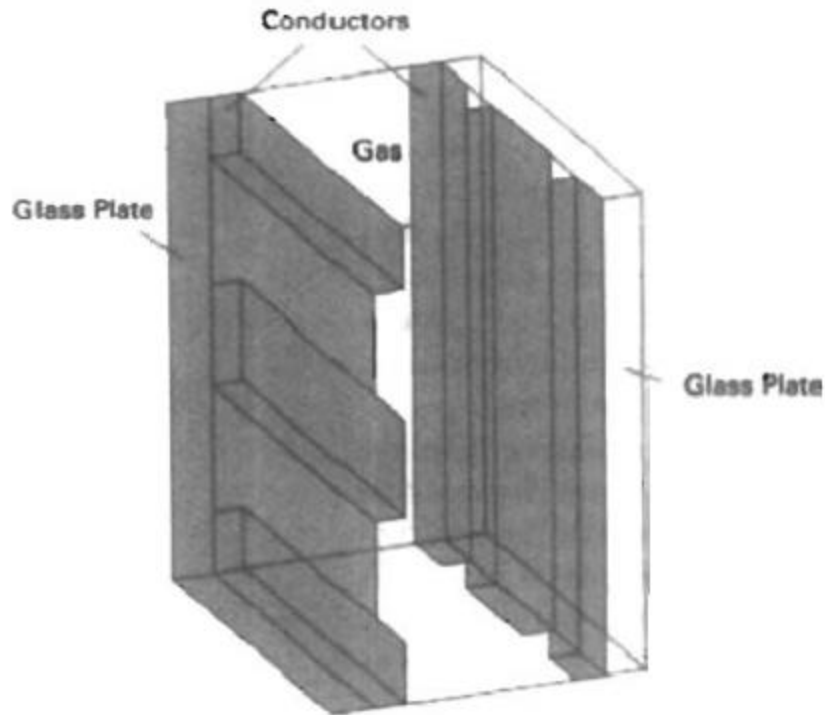


Figure 2-11
Basic design of a plasma-panel
display device.

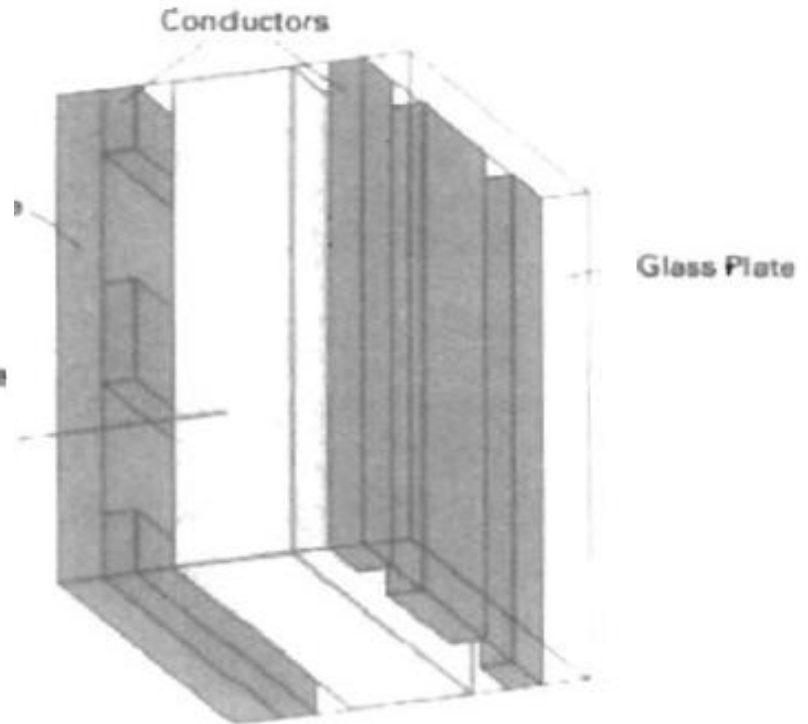


Figure 2-13
Basic design of a thin-film
electroluminescent display device.

LCD

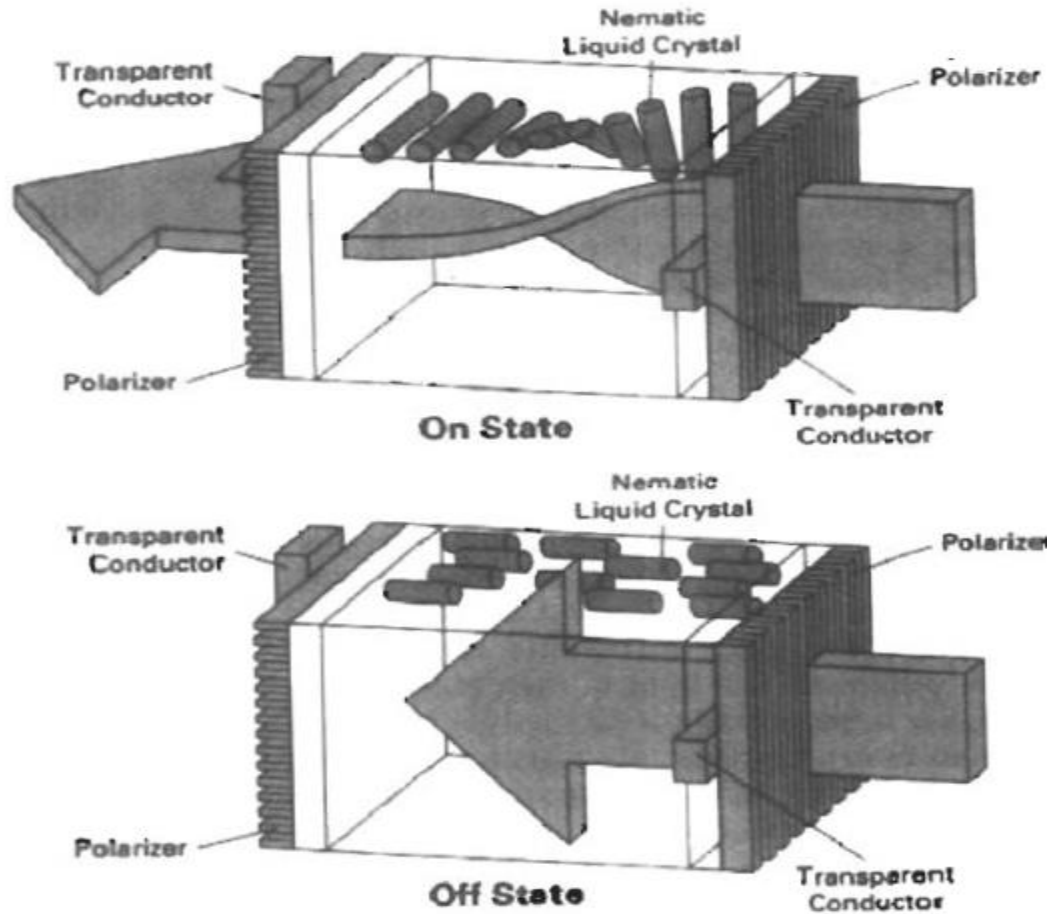


Figure 2-16

The light-twisting, shutter effect used in the design of most liquid-crystal display devices.

Raster Scan Systems

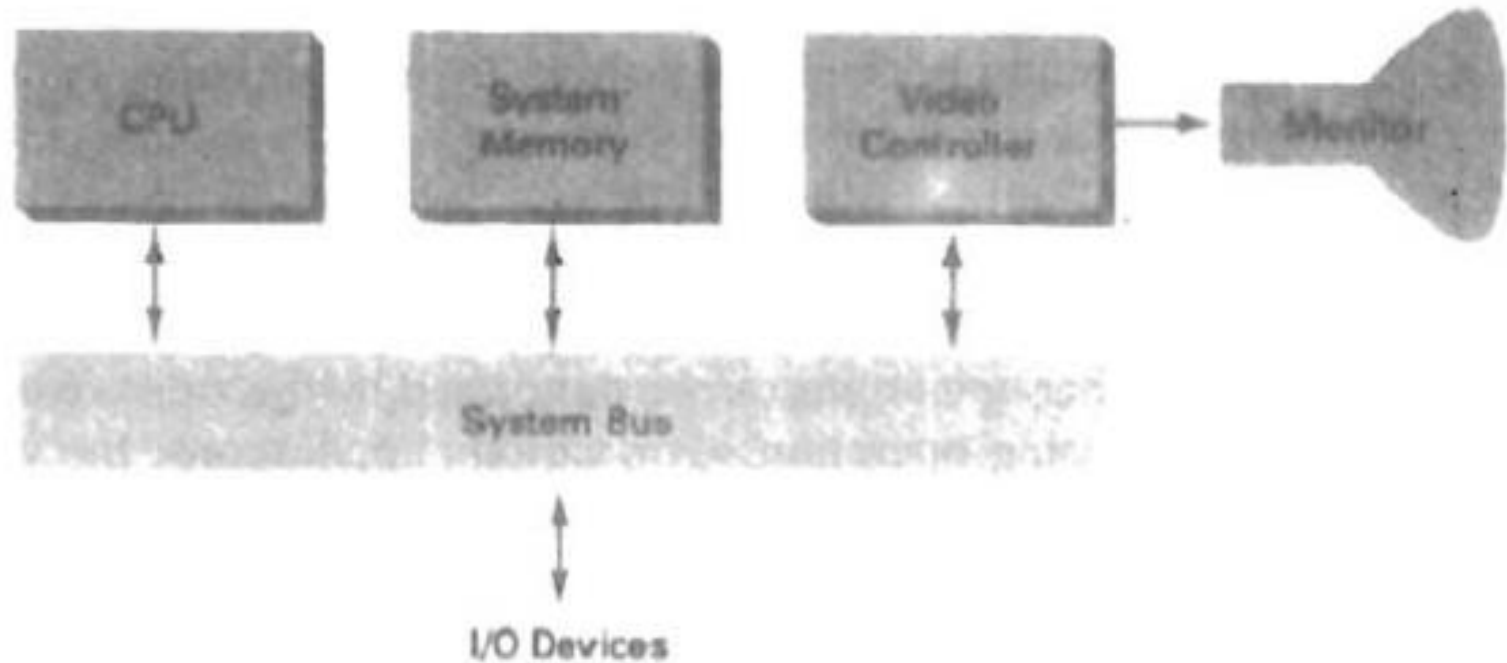


Figure 2-25
Architecture of a simple raster graphics system.

Raster Scan Systems

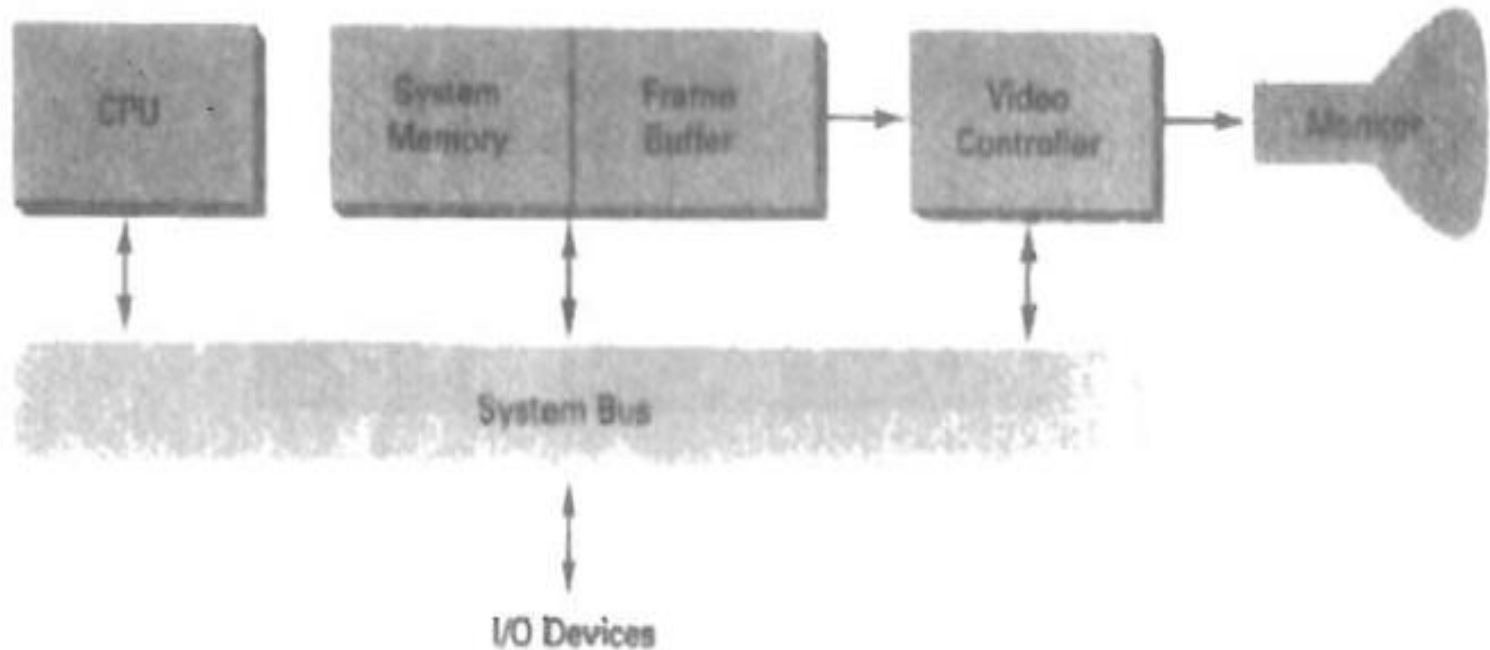


Figure 2-26

Architecture of a raster system with a fixed portion of the system memory reserved for the frame buffer.

Raster Scan Systems

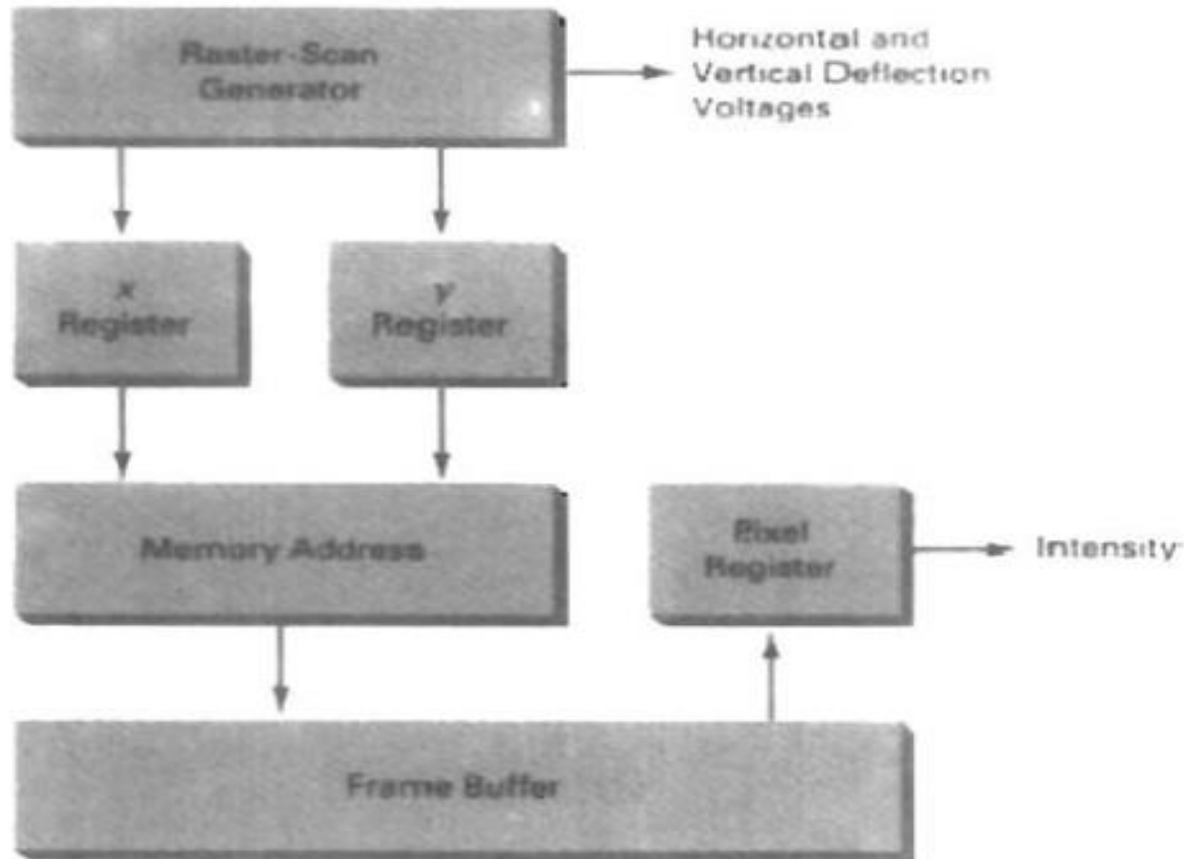


Figure 2-28
Basic video-controller refresh operations.

Raster Scan Systems

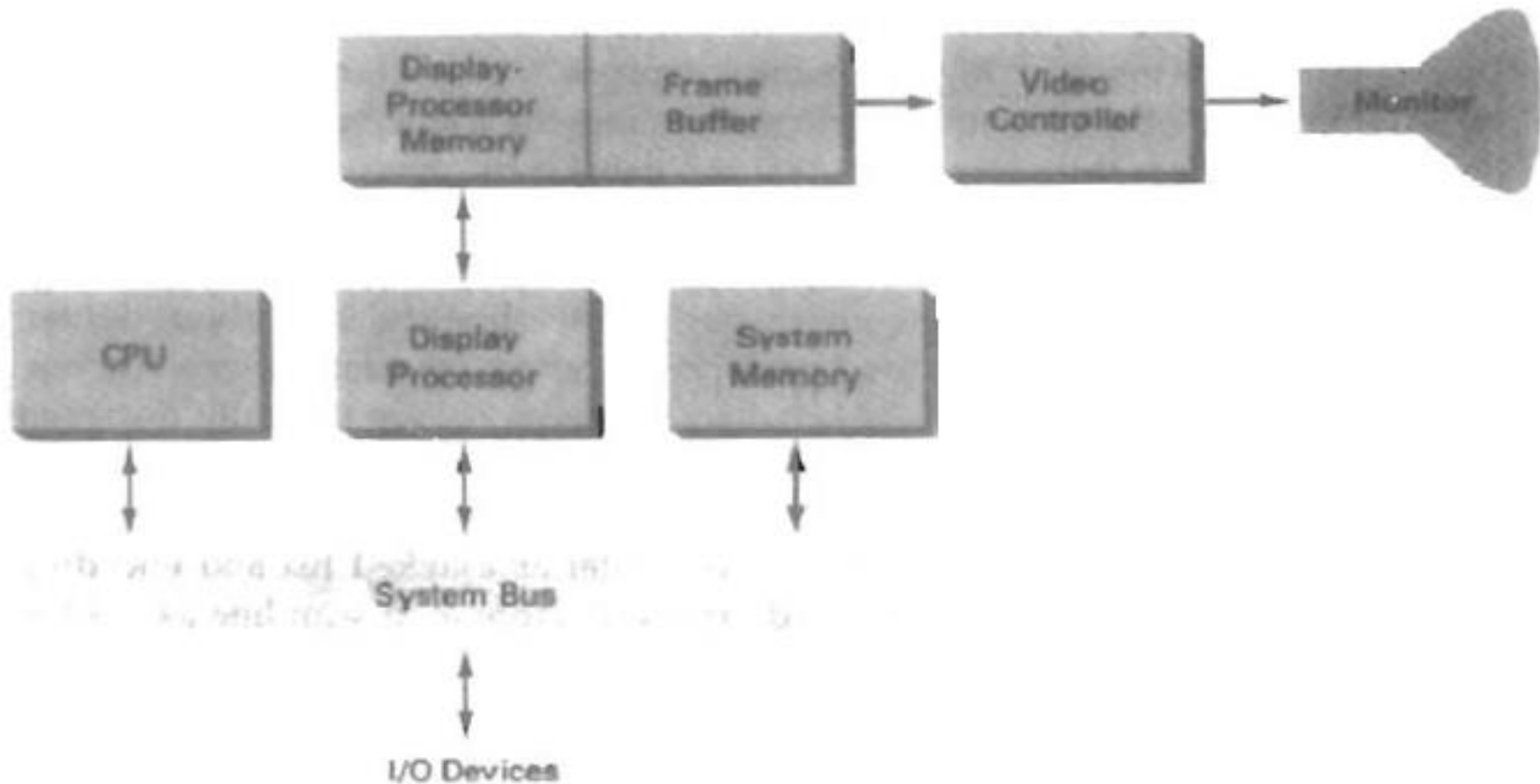


Figure 2-29

Architecture of a raster-graphics system with a display processor.

Raster Scan Systems

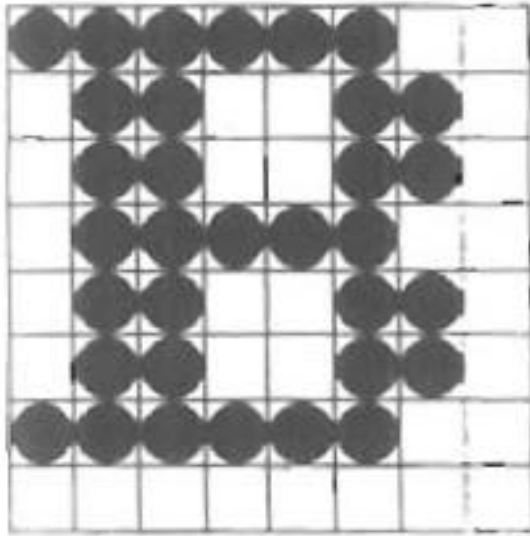


Figure 2-30
A character defined as a
rectangular grid of pixel
positions.



Figure 2-31
A character defined as a
curve outline.

Random Scan Systems

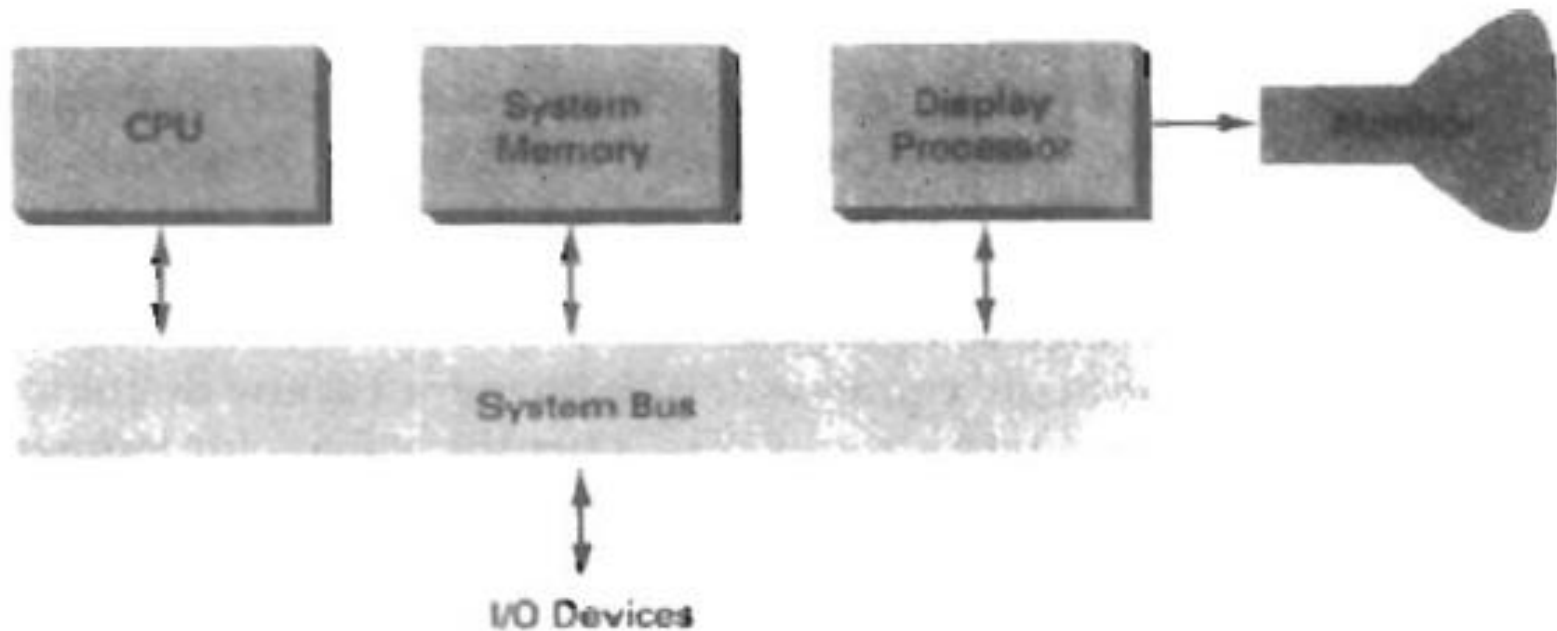


Figure 2-32

Architecture of a simple random-scan system.

Graphics Software Package

- **Programming Environment**
- OpenGL
- DirectX
- Java Imaging APIs
- **Software Standards**
- GKS-Graphics Kernel System
- PHIGS-Programmer's Hierarchical Interactive Graphics Interface and **PHIGS+**
- CGI-Common Graphics Interface
- CGM-Computer Graphics Metafile

Model to Device Coordinate Pipeline

