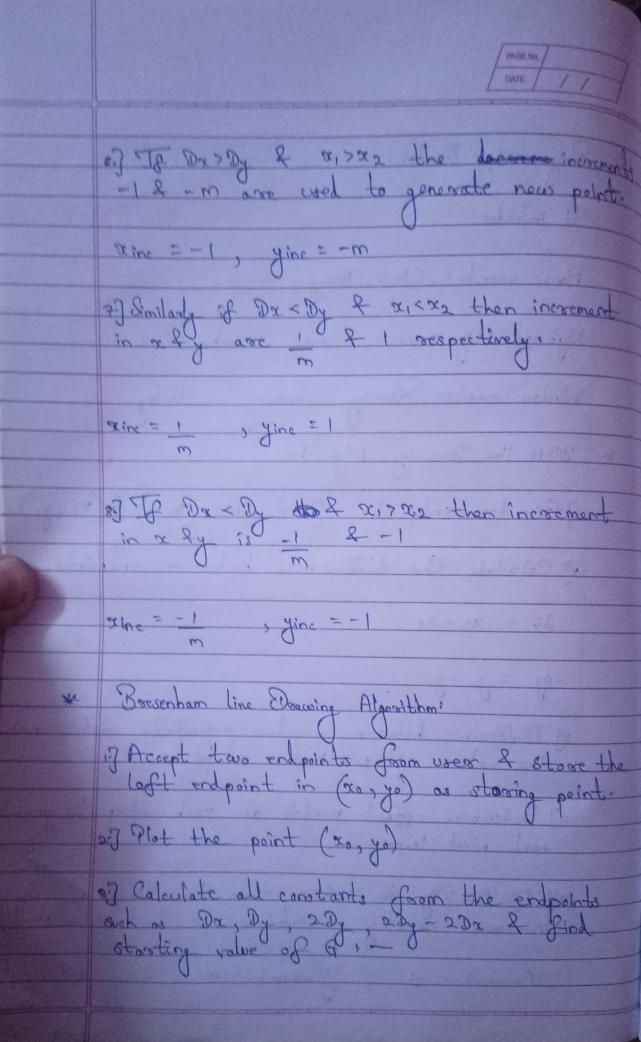
	Prolo 801	as pregente prints
*	Raster & Bardon scan:	,
	Random scan	
	Random scan	Paster suscen
	20 11 0	
	if Kecolution of random scan	7 Resolution Cal
	is higher than vaster son	la se 11
	if Resolution of random scan is higher than raster scan.	tower than random sean.
	of Cartion H	D. C.I.
	of Carther than rador san.	2) Cheaper.
	Alteration	alternation
	3) Alterating is easing.	37 Any alterating is not say.
	0	37 Any alteration is not easy.
	4) Totalering is not usad-	47 Thetantacina is used.
		J antus lausing to co ca.
	DMattendent Cada and	87 Farina 4 21
	C TOTAL GOING COOK O OHA	El For image & picture rendering,
	202 wade or bic tore responds	courter can uses pixell.
	V	
	of Bolid pattern is tough to	6.) Solid polition is easy to
	Au.	sil Solid polition is easy to
	275. 1.0. 1.	75 Modification is difficult.
	7) Essy modification.	A maid rearray is aiddring.
	V A A A A A A A A A A A A A A A A A A A	0 - 1
	8) Ex Pen Plotlers.	8] Ex: TV sets.

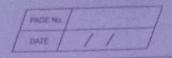
	THE WAY
*	Basic Terminology:
	Pixel: II is the smallest addressable with
	Table 1
	2) Resolution: Man no of pinels that can be dealed
	Resolution: Mor no of pinels that can be displayed without overslap on the monitor screen's called screen resolution.
	conta screen recolution.
	PAspect esotion It refers to promotion I II
	Aspect osation It refers to propositional relationship between width 4 height of image or screen.
	screen.
	JC 100 01 10
	Throme bubbler: Prestruce definition is stored in a
	memory called the frame buffer

\* Open G1: - Open Gl is a cross-platform that works on multiple 03. I voes GPU for faster graphics rendering. Open &1 Utility library provides utility functions. - It is used in gaming, CAD, VR, etc.

\* Primitives & Alloibutes: - In CG, primitives are basic geometric shapes used as building blocks for creating more complex images. - Ex. Point, lines, polygons, corres. - Attributes are properties or characteristics associated with primitive that affect their appearance when rendered, Ex. Colour, Position, dise, Texture coordinates

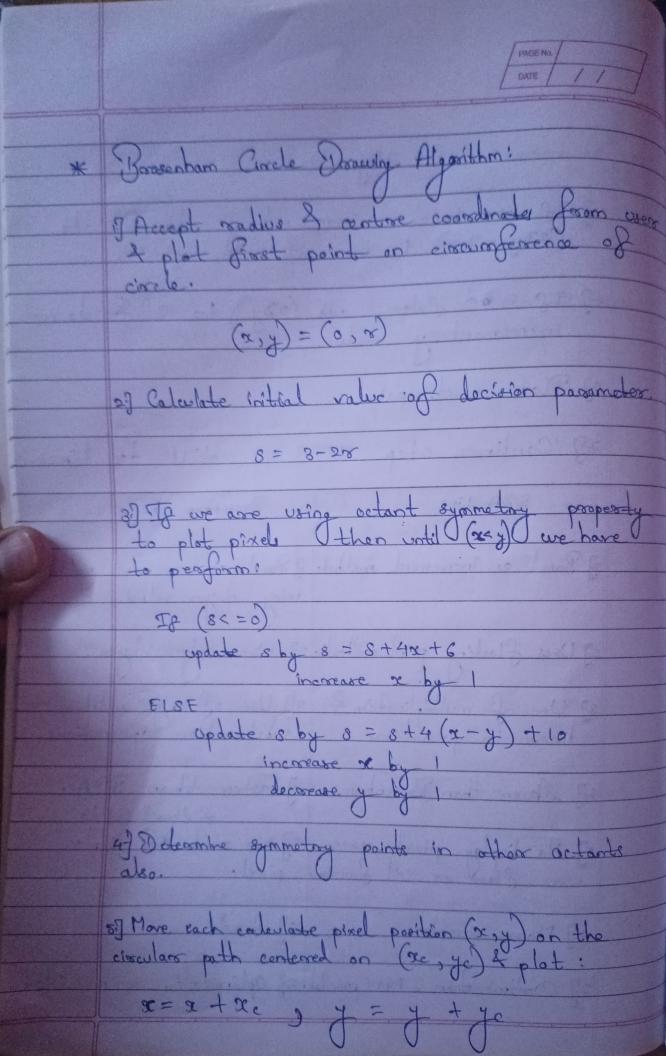
\* DDA line Dreacing Algorithm: if Ctive two endpoints of a line (x, yi) & (x2, y2) eil Calculate the differences between endpoints.  $dx = \alpha_2 - \alpha_1$ dy = y - y 39 Différence between greater magnitude determines the value of parameter steps. next pixel loops 5) If Dx>Dy & x1<x2 then the values of the increment in xxy directions are 1 & m raperting Tincorement = 1, Fincorement = m

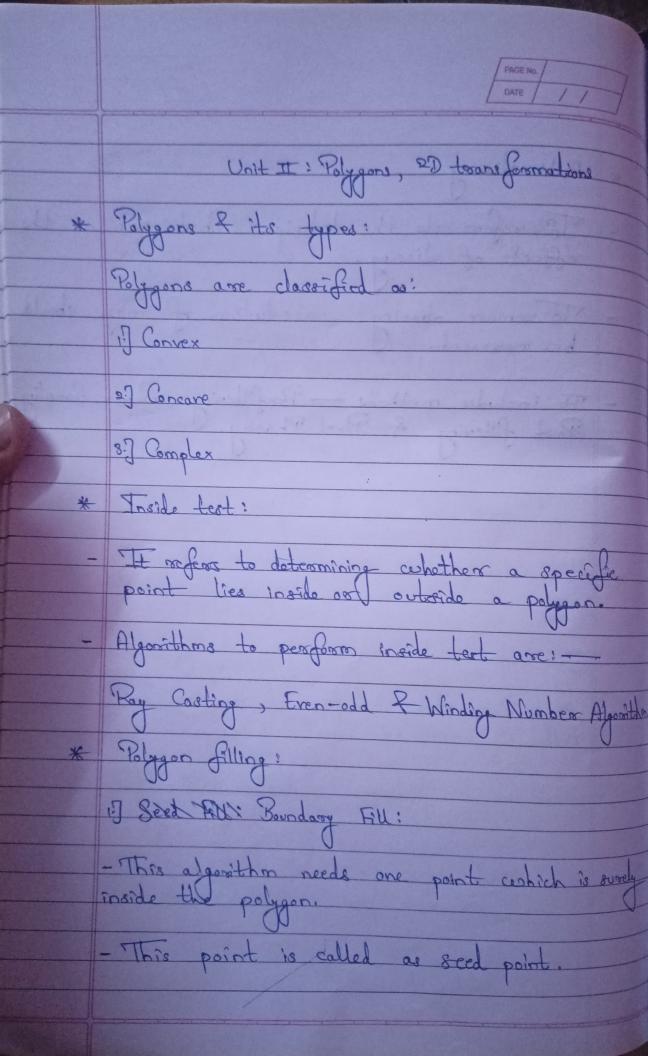


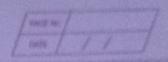


_	9 = 2Dy - Dx
-	
-	17 To Go tour increment . value & add
-	47 If Goo true, increment y value of add (2Dy - Dx) to current value of G.
	57 IS GEO false, add (22y) to G & do not
	increment y value.
	of Plot next point.
	77 Continue step IV & I untill de times.
	Daniel Inc
	DDA Line Bresenham line
	The state of the s
	Based on increment method. I Based on incorement mounea
-	Based on incorement method. Based on incorement method using integer values.
	1 11 1 2 12 1 1 1 2 2
-	2] Voes floating point avillmetic 2] Uses only integress.
-	11.1 1. 2 27 1/20 of only addition of
	3) Use of multiplication of 3. Use of only addition of division in operations.
-	división in operations substraction operations
1	of Slower than Bresenhams. 4] Faster than DDA.
	DT ( 100'S ) CER LO
	of To display pixel, user 57 No need the display
	uses floor or ceil function, pixel.
-	6] Morre complex. 6. 6. Simple.
	The state of the s
	27 Official & NOT provided 79 Optimization is provided.

J







- Seed point is the point from which starting

- This algorithm chacks if the seed pixel has a boundary pixel colours or not.

- If no, then fill the pixel with colour of boundary and make recursive call to itself using each of its neighbouring pixels as now seed.

- If yos, then retorn it to the caller.

5 pot bfill (x, y, newcolor)

our vent = get pixel (x, y);

of (current b = newcolor) ff (current b = bounds who)

putpixel (x, y, new colors);

bofill (x+1, y, new colors);

bofill (x-1, y, new colors);

bofill (x, y+1, new colors);

bofill (x, y+1, new colors);

