

Computer graphics - Illustration field of CS
CG and its derivative - "visualization" are primary tools
for computational science.

Cartography - Maps

Graphic hardware

Video display device :

CRT : cathode ray tube

↓
electron beam

phosphor light fades very rapidly.

phosphor glowing → redraw the picture repeatedly by
quickly directing electron beam at the same point.

→ Refresh CRT.

Control grid : Metal cylinder that fits over the cathode
High voltage → filament → electron boil off → directed and
accelerated by magnetic field

- Brightness is controlled by voltage (# electrons).
- Focusing - converging the beam using EM field.
Electrostatic focusing is used widely.
(deflection)

Magnetic deflection coils are mounted on the outside of
CRT envelop.

- Colour (frequency) of the light emitted by phosphor is
proportional to the energy difference b/w excited quantum
state & ground state.

Persistence - The time it takes the emitted light from
the screen to decay to one-tenth of its original
intensity.

Lower persistence phosphor requires high refresh rate.

Usually used for animation.
High persistence-complex static pictures

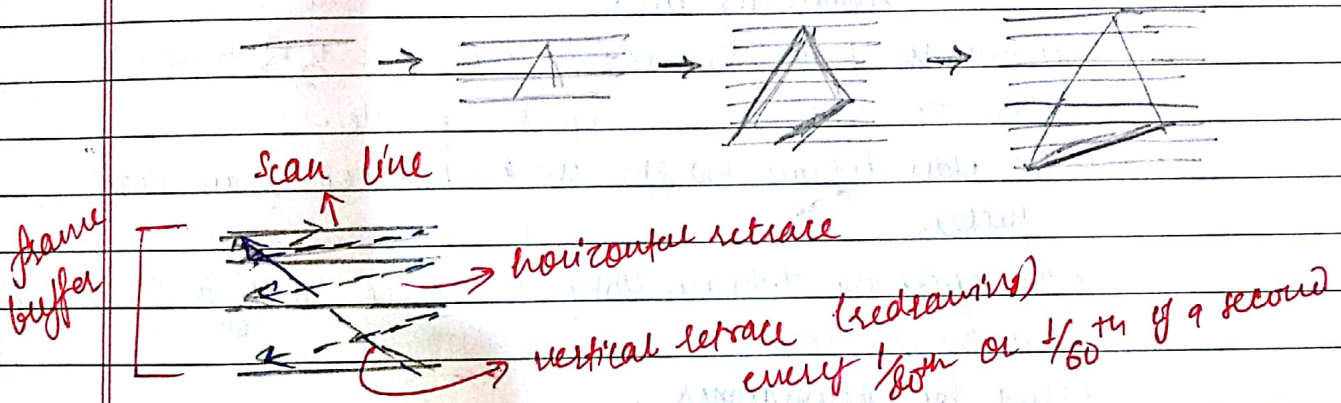
Resolution - The max # of pts. that can be displayed on the CRT without overlapping.

Depends on -

- The type of phosphor.
- The intensity
- The focusing and deflection systems.

Aspect ratio - The ratio of vertical points to horizontal points
4:3 aspect ratio means length of vertical line with three points is equal to horizontal line with four points.

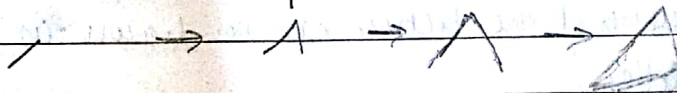
Raster scan display



Refreshing - 60 to 80 fps

Lecture 3
MDU
29/01/18

Random scan display



Raster scan display

- Electron beam is swept across the screen, on row at a time from top to bottom. Beam intensity is turn on and off to create a pattern of illuminated spots.
- Picture defⁿ is stored in a memory area called the refresh buffer or frame buffer.
- Each point is called pixel or pel. (short for picture element)
- As it stores intensity information, they are well suited for display of scenes containing subtle shading & color patterns.