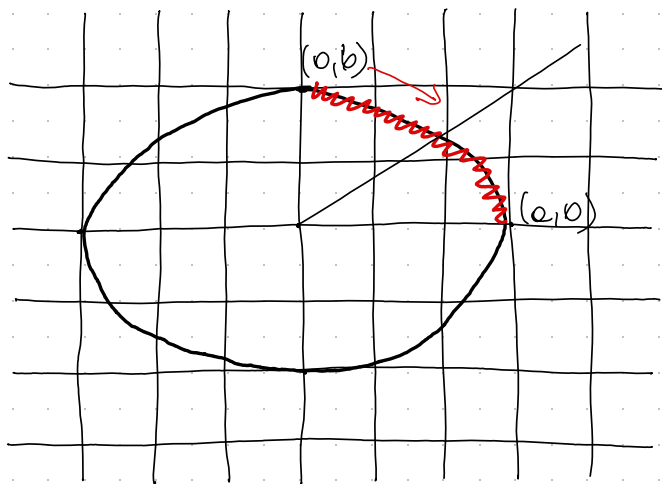


Algorytm Bresenham's wyśownicz elipsy



$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - 1 = 0$$

$$F(x, y) = a^2 b^2 \left(\frac{x^2}{a^2} + \frac{y^2}{b^2} - 1 \right) \\ = b^2 x^2 + a^2 y^2 - a^2 b^2$$

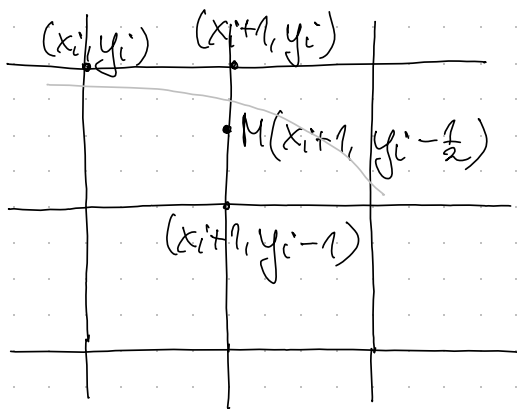
$F(x, y) = 0$ - punkt leży na elipsie

$F(x, y) > 0$ - punkt leży poza elipsą

$F(x, y) < 0$ - punkt leży wewnątrz elipsy

$$dx = \frac{\partial F}{\partial x} = 2b^2 x$$

$$dy = \frac{\partial F}{\partial y} = 2a^2 y$$



$$F(M) = F(x_{i+1}, y_i - \frac{1}{2})$$

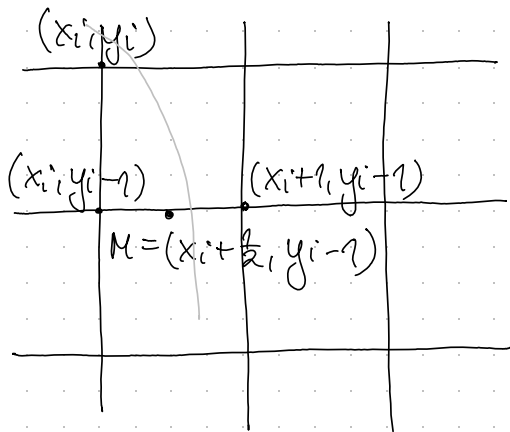
$$F(M) > 0 \Rightarrow (x_{i+1}, y_{i+1}) = (x_{i+1}, y_i - 1)$$

$$F(M) \leq 0 \Rightarrow (x_{i+1}, y_{i+1}) = (x_{i+1}, y_i)$$

$$d_0 = F(0+1, b - \frac{1}{2}) = b^2 + a^2(-b + \frac{1}{2})$$

$$F(M) \leq 0 \Rightarrow d_{i+1} = d_i + 2b^2 x_{i+1} + b^2 = d_i + a x_{i+1} + b^2$$

$$\begin{aligned} F(M) > 0 \Rightarrow d_{i+1} &= d_i + 2b^2 x_{i+1} - 2a^2 y_{i+1} + b^2 \\ &= d_i + a x_{i+1} - a y_{i+1} + b^2 \end{aligned}$$



$$F(M) = F(x_i + \frac{1}{2}, y_{i-1})$$

$$F(M) > 0 \Rightarrow (x_{i+1}, y_{i+1}) = (x_i, y_{i-1})$$

$$F(M) \leq 0 \Rightarrow (x_{i+1}, y_{i+1}) = (x_{i+1}, y_{i-1})$$

$$d_0 = d_0 + b^2(-x_i - \frac{3}{4}) + a^2(-y_i + \frac{3}{4})$$

$$F(M) \leq 0 \Rightarrow d_{i+1} = d_i + 2b^2x_{i+1} - 2a^2y_{i+1} + a^2$$

$$= d_i + dx_{i+1} - dy_{i+1} + a^2$$

$$F(M) > 0 \Rightarrow d_{i+1} = d_i - 2a^2y_{i+1} + a^2$$

$$= d_i - dy_{i+1} + a^2$$

Algorytm neliowy rysowania elipsy

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

$$y^2 = b^2 \left(1 - \frac{x^2}{a^2} \right)$$

$$y = \pm b \sqrt{1 - \left(\frac{x}{a} \right)^2}$$