

CO317 - Graphics

(60005)

Lecture 1 - Projections and Transformations

Two Dimensional Graphics

At the lowest level, in every operating system, graphics processing operates on the pixels in a window with primitives, such as;

- `SetPixel(int x, int y, int colour);`
- `DrawLine(int xs, int ys, int xf, int yf);`

However, we'd like to be able to draw scenes from a three-dimensional world and have it appear in two-dimensional graphics primitives.