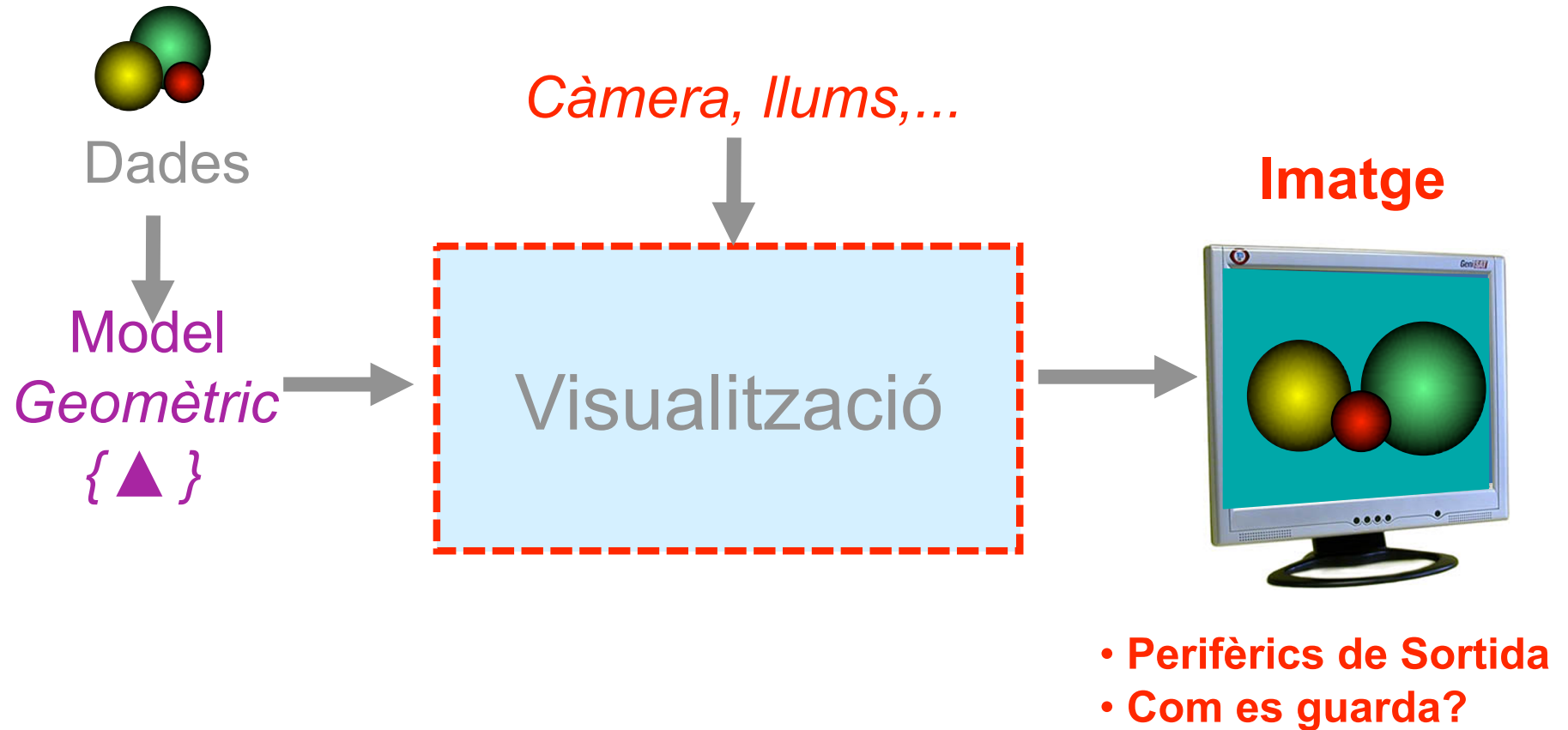


Elements d'un sistema gràfic: **Sortida**



Dispositius i tecnologies

- Per a pantalles:
 - CRT – Cathode Ray Tube
 - LCD – Liquid Crystal Display
 - PDP – Plasma Display Panel
 - LED – Light Emitting Diode



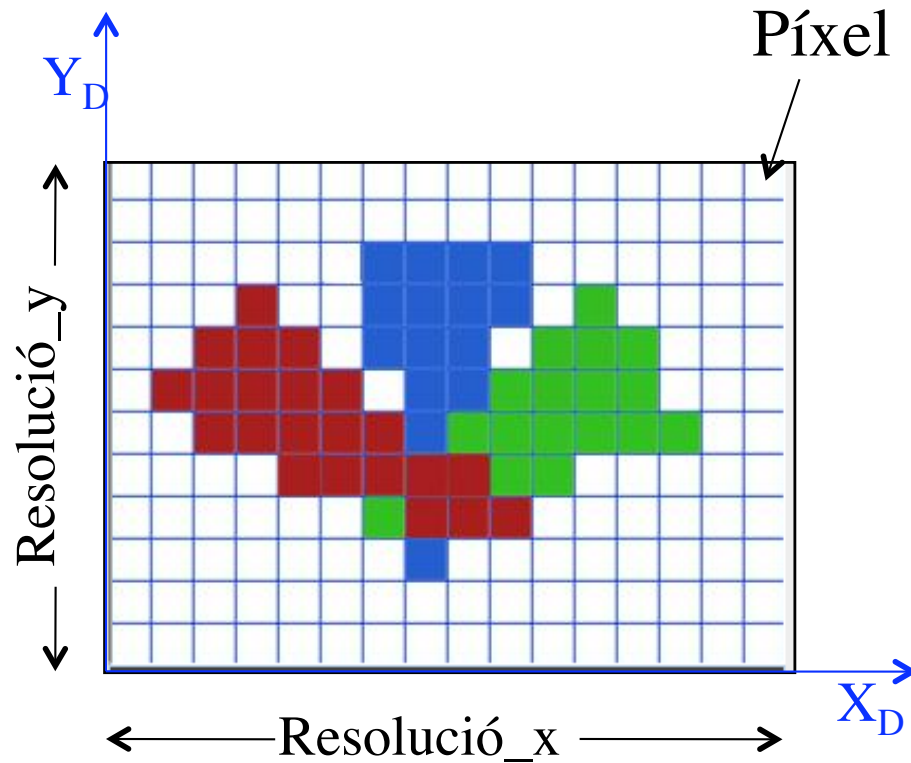
- Per a projectors:
 - CRT - Cathode Ray Tube
 - LCD - Liquid Crystal Display
 - DLP - Digital Light Processing



- Per a impressores:
 - Plotter de plomes
 - Ink jet (injecció de tinta)
 - Laser
 - Sublimació

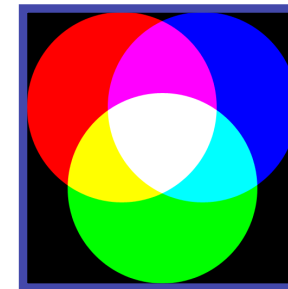


Pantalles d'escombrat/raster



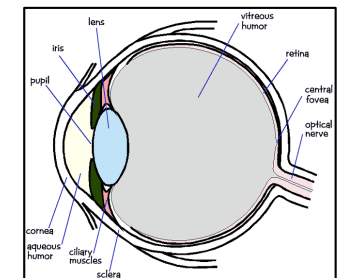
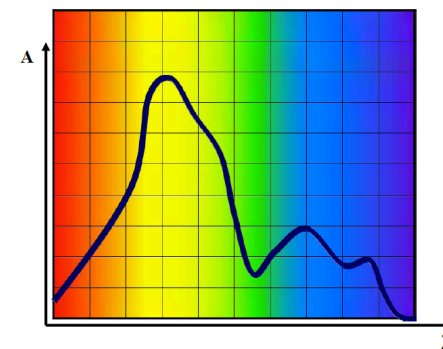
x en $[0 \dots \text{res_x}-1]$
 y en $[0 \dots \text{res_y}-1]$
x,y enters positius!!

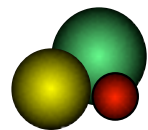
$c=(r,g,b)$
 r en $[0 \dots n_r-1]$
 ...



- 8 bits R +
8 bits G +
8 bits B =
- 24 bits per
pixel $\rightarrow 2^{24} =$
16.7 M colors

Síntesi additiva del color





Dades



Model
Geomètric
{▲}

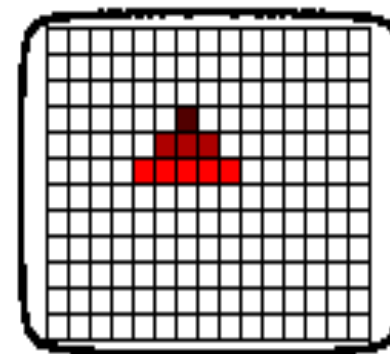


Visualització

$\text{píxel}(x,y,c)$

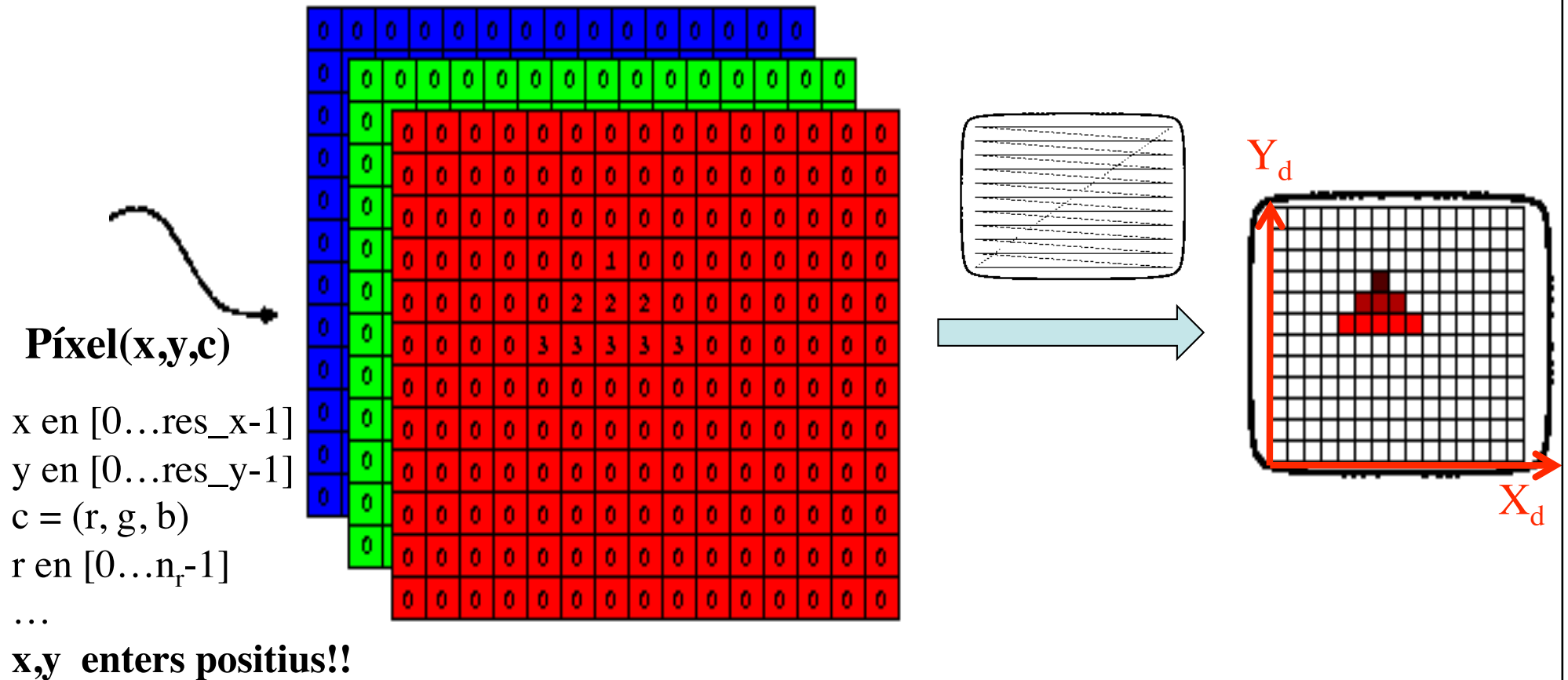


Imatge

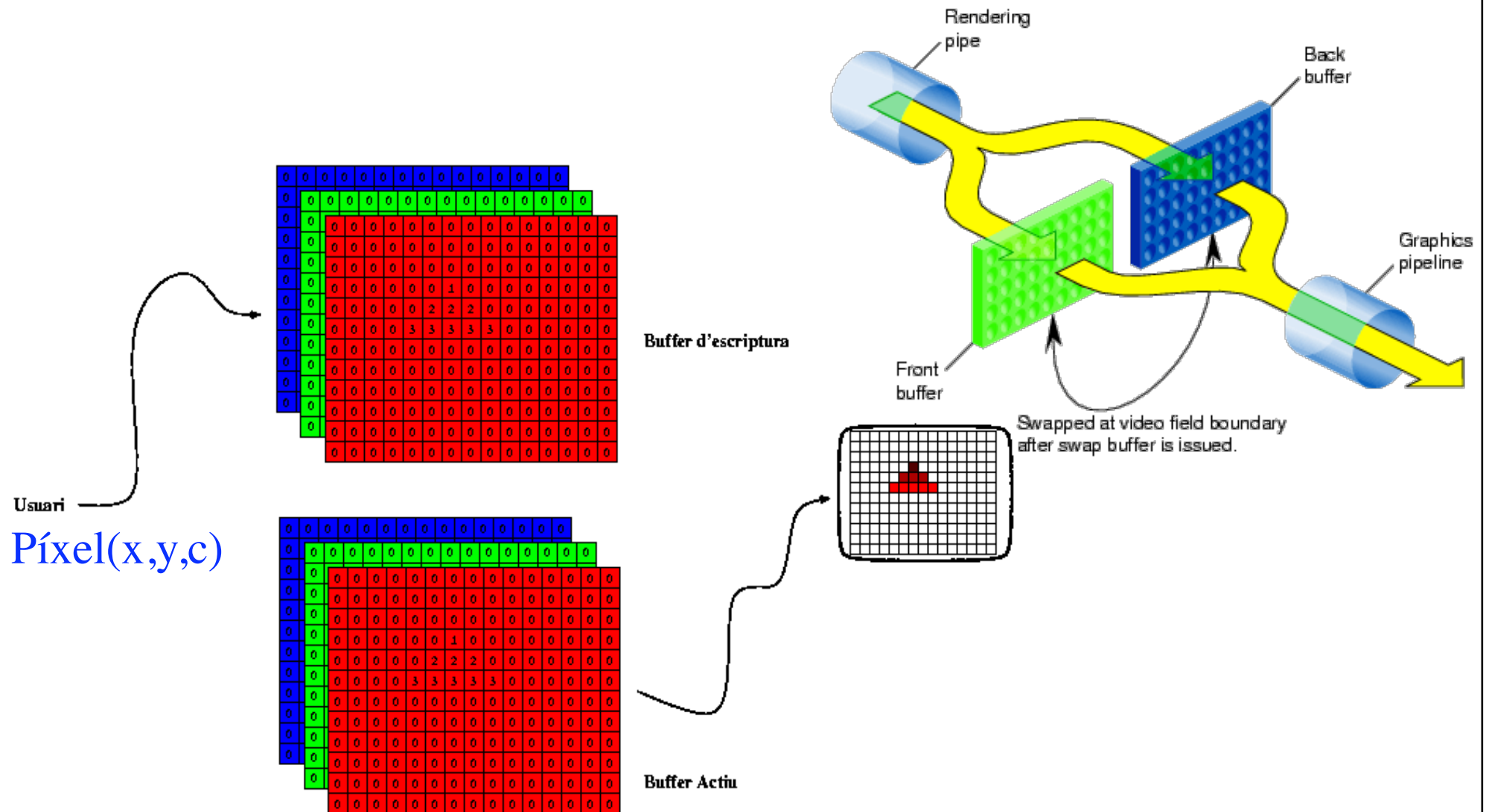


Frame buffer

```
taula [res_x][res_y] de color
fb[x][y]=c
```



Double buffering



Aliasing. Finestra Gràfica

