

## computer Graphics

Unit 2: Scan convention lines, essele Eulipses, Polygon filling
Abo. Ze cuipping Algorithms.

X Line Drawing Algorithms:

\* DDA Algorithm ( Digital Differentfal Analyzes)

=> co-ordinates will be giren.

- first, find out the slope: m= Dy

- Secondly, find An & Dy.

Then, there are two diff. care

I) If  $|\Delta x| = |\Delta y|$ ; if it satisfies the condition then assign  $\Delta x = 1$  then colculate  $x_{i+1}$  (4  $y_{i+1}$ 

21+1 = 21 + D2

= 21: +1

yiti = yit Dy = yit m. Dx = yitm

2) If 
$$|\Delta n| < |\Delta y|$$
; calculate  $n_{i+1}$ ;  $y_{i+1}$   
then assign  $\Delta y = 1$ 

$$x_{i+1} = x_i + \Delta x = x_i + \Delta y = x_i + \frac{1}{m}$$

$$y_{i+1} = y_i + \Delta y = y_{i+1}$$

= - create the teuble aside with it of 21, yi, 21+1, 41+1.

- Follow the above 2 cases till you reach 12, 42.