

MCA101 : COMPUTER GRAPHICS

2D GEOMETRY REPRESENTATION

Raghav B. Venkataramaiyer

CSED TIET Patiala India.

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1 2D GEOMETRY — INTRODUCTION

2 MID-POINT ALGORITHM

1 2D GEOMETRY — INTRODUCTION

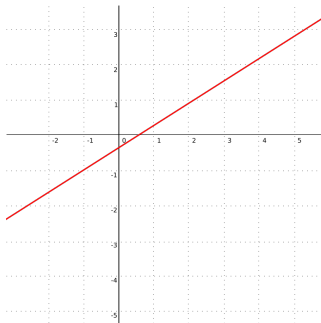
- Straight Lines

- Conics

2 MID-POINT ALGORITHM

$$y = mx + c$$

$$y = f(x) = mx + c$$



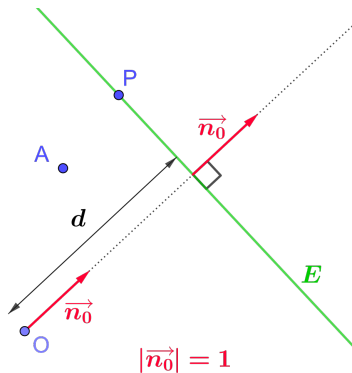
For any two vectors $\mathbf{u}, \mathbf{v} \in V$, a point on the line segment joining them is given parameterised by $t \in [0, 1]$, as

$$\mathbf{p} = f(t) = (1 - t)\mathbf{u} + t\mathbf{v}$$

Any point on a line in the direction of unit vector $\mathbf{u} : \|\mathbf{u}\|_2^2 = 1$, and an incident point \mathbf{p}_0 may be given parameterised by $t \in \mathbb{R}$ as,

$$\mathbf{p} = f(t) = \mathbf{p}_0 + t\mathbf{u}$$

HESSE NORMAL FORM



Given,

Normal to the line $\mathbf{n}_0 : \|\mathbf{n}_0\|_2^2 = 1$, and
its distance from origin, d ;

The point on the line is given implicitly as the locus
of all points \mathbf{p} that satisfy,

$$\mathbf{n}_0 \cdot \mathbf{p} - d = 0$$

Distance from the origin O to the line E
calculated with the Hesse normal form.
Normal vector in red, line in green, point O
shown in blue.

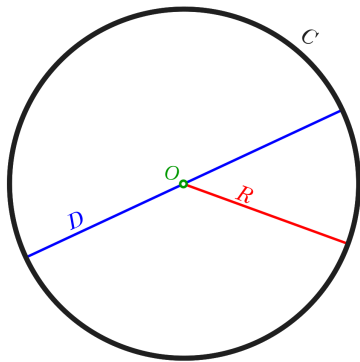
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CIRCLE



Implicit Form:

$$f\begin{pmatrix} x \\ y \end{pmatrix} = x^2 + y^2 - r^2 = 0$$

Parametric Form:

$$f(r, t) = \begin{bmatrix} r \cos t \\ r \sin t \end{bmatrix}$$

FIGURE: Image Courtesy: [Wikipedia](#)

ELLIPSE

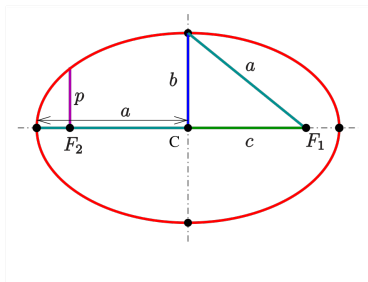


FIGURE: Image Courtesy: [Wikipedia](#)

Standard form

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

Parametric Form

$$f(t; a, b) = \begin{bmatrix} a \cos t \\ b \sin t \end{bmatrix}$$

OUTLINE

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■ Fundamentals

PROBLEM

In a quantised (pixelated or discrete) 2d plane, find the set of points that visually approximate a given curve, say a straight line or a conic.

Iteratively, increment along one axes,
with respect to which, the slope of the curve
is gentle.

Decide whether it is required to increment
along the perpendicular axis or not.

Increment if required.

EXAMPLE

