


**Lecture 2**

**Review of Basics:  
Raster Scan Conversion (Lines and Polygons)**

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Readings:  
Appendix 5-7, Chapter 3, Foley *et al*  
Slide Set 2, VanDam



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**Lecture Outline**


- **Reading**
  - Appendix 5-7, Chapter 3, FVD
  - Slide set 1 (September 9, 1999), VanDam
- **Graphics Applications**
  - Sample-based
  - Geometry-based
  - Examples
    - 2D, 3D imaging
    - Photorealism
- **Raster Scan Conversion**
  - Drawing lines
    - Incremental algorithm
    - Bresenham's midpoint line algorithm
  - Drawing circles
  - Filling polygons



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**Terminology**


- **Graphics Applications**
  - Sample-based
  - Geometry-based
  - Examples
    - 2D, 3D imaging
    - Photorealism
- **Raster Scan Conversion**
  - Drawing lines
    - Incremental algorithm
    - Bresenham's midpoint line algorithm
  - Drawing circles
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**Summary Points**

- **Reading**
  - Appendix 5-7, Chapter 3, FVD
  - Slide set 1 (September 9, 1999), VanDam
- **Graphics Applications**
  - Sample-based
  - Geometry-based
  - Photorealistic rendering examples
- **Raster Scan Conversion**
  - Drawing lines
  - Drawing circles
  - Filling polygons
- **Next Week: ???**



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