

# **Computer Graphics & Multimedia (5CS4-04)**

## **Computer Science and Engineering Department**

### **Vision of the Department**

To become renowned Centre of excellence in computer science and engineering and make competent engineers & professionals with high ethical values prepared for lifelong learning.

### **Mission of the Department**

- To impart outcome based education for emerging technologies in the field of computer science and engineering.
- To provide opportunities for interaction between academia and industry.
- To provide platform for lifelong learning by accepting the change in technologies.
- To develop aptitude of fulfilling social responsibilities.

### **Program Outcomes (PO):**

- **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- **Problem analysis:** Identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

- **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

### **Program Educational Objectives (PEO):**

**PEO1:** To provide students with the fundamentals of Engineering Sciences with more emphasis in computer science and engineering by way of analyzing and exploiting engineering challenges.

**PEO2:** To train students with good scientific and engineering knowledge so as to comprehend, analyze, design, and create novel products and solutions for the real life problems.

**PEO3:** To inculcate professional and ethical attitude, effective communication skills, teamwork skills, multidisciplinary approach, entrepreneurial thinking and an ability to relate engineering issues with social issues.

**PEO4:** To provide students with an academic environment aware of excellence, leadership, written ethical codes and guidelines, and the self-motivated life-long learning needed for a successful professional career.

**PEO5:** To prepare students to excel in Industry and Higher education by educating Students along with High moral values and Knowledge.

### **Program Specific Outcome (PSO):**

**PSO:** Ability to interpret and analyze network specific and cyber security issues, automation in real word environment.

**PSO2:** Ability to Design and Develop Mobile and Web-based applications under realistic constraints.

**Course Outcome (CO):****CO1:** Implement geometric images using graphical input techniques**CO2:** Design and develop images with the help of 2D & 3D transformations.**CO3:** Identify visible surfaces for generation of realistic graphics display and curves representation.**CO4:** Analyse multimedia and animation techniques.**CO-PO Mapping****Computer Graphics & Multimedia Techniques 5CS4-04**

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1 : Implement geometric images using graphical input techniques	3	2	3	2	2	1	1	1	1	2	1	3
CO2: Design and develop images with the help of 2D & 3D transformations.	3	2	3	2	2	2	1	1	1	2	1	3
CO3: Identify visible surfaces for generation of realistic graphics display and curves representation.	3	3	3	3	2	2	1	2	1	2	1	3
CO4: Analyse multimedia and animation techniques.	3	3	3	3	3	2	2	1	1	2	2	3

**CO-PSO Mapping**

CO's	PSO1	PSO2
CO1: Implement geometric images using graphical input techniques	2	2
CO2: Design and develop images with the help of 2D & 3D transformations.	2	2
CO3: Identify visible surfaces for generation of realistic graphics display and curves representation.	2	2
CO4: Analyse multimedia and animation techniques.	2	2



# RAJASTHAN TECHNICAL UNIVERSITY, KOTA

## Syllabus

### III Year-V Semester: B.Tech. Computer Science and Engineering

#### 5CS4-04: Computer Graphics & Multimedia

Credit: 3  
3L+0T+0P

Max. Marks: 150(IA:30, ETE:120)  
End Term Exam: 3 Hours

SN	Contents	Hours
1	<b>Introduction:</b> Objective, scope and outcome of the course.	01
2	<b>Basic of Computer Graphics:</b> Basic of Computer Graphics, Applications of computer graphics, Display devices, Random and Raster scan systems, Graphics input devices, Graphics software and standards	06
3	<b>Graphics Primitives:</b> Points, lines, circles and ellipses as primitives, scan conversion algorithms for primitives, Fill area primitives including scan-line polygon filling, inside-outside test, boundary and flood-fill, character generation, line attributes, area-fill attributes, character attributes. Aliasing, and introduction to Anti Aliasing (No anti aliasing algorithm).	07
4	<b>Two Dimensional Graphics:</b> Transformations (translation, rotation, scaling), matrix representation, homogeneous coordinates, composite transformations, reflection and shearing, viewing pipeline and coordinates system, window-to-viewport transformation, clipping including point clipping, line clipping (cohen-sutherland, liang- bersky, NLN), polygon clipping	08
5	<b>Three Dimensional Graphics:</b> 3D display methods, polygon surfaces, tables, equations, meshes, curved lies and surfaces, quadric surfaces, spline representation, cubic spline interpolation methods, Bazier curves and surfaces, B-spline curves and surfaces.3D scaling, rotation and translation, composite transformation, viewing pipeline and coordinates, parallel and perspective transformation, view volume and general (parallel and perspective) projection transformations.	08
6	<b>Illumination and Colour Models:</b> Light sources – basic illumination models – halftone patterns and dithering techniques; Properties of light – Standard primaries and chromaticity diagram; Intuitive colour concepts – RGB colour model – YIQ colour model – CMY colour model – HSV colour model – HLS colour model; Colour selection.	06
7	<b>Animations &amp;Realism:</b> Design of Animation sequences – animation function – raster animation – key frame systems – motion specification – morphing – tweening. <b>ComputerGraphics Realism:</b> Tiling the plane – Recursively defined curves – Koch curves – C curves – Dragons – space filling curves – fractals – Grammar based models – fractals – turtle graphics – ray tracing.	06
	<b>Total</b>	<b>42</b>

Lecture Plan of Computer Graphics & Multimedia Techniques ( CGMT)  
5CS4-04

Unit No./ Total lec. Req.	Topics	Lect. Req.
Unit-1(1)	Introduction: Objective, scope and outcome of the course.	1
Unit-2 (6)	Basic of Computer Graphics	1
	Applications of computer graphic, Display devices	2
	Random and Raster scan systems	1
	Graphics input devices, Graphics software and standards	2
Unit-3(7)	Points,lines,circles and ellipses as primitives, scan conversion algorithms for primitives	3
	Fill area primitives including scan- line polygon filling, inside-outside test, boundary and flood-fill	2
	character generation, line attributes, area-fill attributes, character attributers. Aliasing, and introduction to Anti Aliasing (No anti aliasing algorithm)	2
Unit-4(8)-	Transformations (translation, rotation, scaling), matrix representation	1
	homogeneous coordinates, composite transformations, reflection and shearing	1
	viewing pipeline and coordinates system	2
	window-to-viewport transformation, clipping including point clipping	2
	line clipping (cohen-sutherland,liang- bersky, NLN), polygon clipping	2
Unit-5(8)	3D display methods, polygon surfaces, tables, equations, meshes, curved lies and surfaces	2
	quadric surfaces, spline representation, cubic spline interpolation methods, Bazier curves and surfaces	2
	B-spline curves and surfaces.3D scaling, rotation and translation, composite transformation	2
	viewing pipeline and coordinates, parallel and perspective transformation	1
	view volume and general (parallel and perspective) projection transformations.	1
Unit-6(6)	Light sources – basic illumination models – halftone patterns and dithering techniques	1

	Properties of light – Standard primaries and chromaticity diagram	2
	Intuitive colour concepts – RGB colour model – YIQ colour model – CMY colour model – HSV colour model – HLS colour model	2
	Colour selection.	1
Unit-7(6)	Design of Animation sequences – animation function – raster animation – key frame systems – motion specification – morphing – tweening	3
	Tiling the plane – Recursively defined curves – Koch curves – C curves – Dragons – space filling curves – fractals – Grammar based models – fractals – turtle graphics – ray tracing.	3
	<b>Total No. of Lecture</b>	42

**This schedule is tentative and is subject to minimal changes during teaching.**

## Unit-3 – 2D Transformation & Viewing

### Transformation

Changing Position, shape, size, or orientation of an object on display is known as transformation.

### Basic Transformation

- Basic transformation includes three transformations **Translation**, **Rotation**, and **Scaling**.
- These three transformations are known as basic transformation because with combination of these three transformations we can obtain any transformation.

### Translation

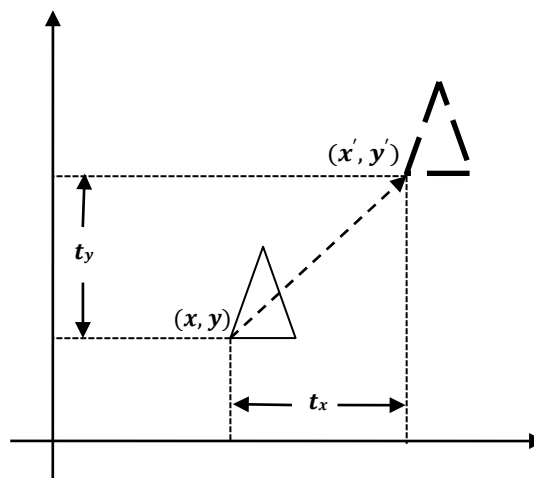


Fig. 3.1: - Translation.

- It is a transformation that used to reposition the object along the straight line path from one coordinate location to another.
- It is rigid body transformation so we need to translate whole object.
- We translate two dimensional point by adding translation distance  $t_x$  and  $t_y$  to the original coordinate position  $(x, y)$  to move at new position  $(x', y')$  as:

$$x' = x + t_x \quad \& \quad y' = y + t_y$$

- Translation distance pair  $(t_x, t_y)$  is called a **Translation Vector** or **Shift Vector**.
- We can represent it into single matrix equation in column vector as;

$$P' = P + T$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} x \\ y \end{bmatrix} + \begin{bmatrix} t_x \\ t_y \end{bmatrix}$$

- We can also represent it in row vector form as:

$$P' = P + T$$

$$[x' \ y'] = [x \ y] + [t_x \ t_y]$$

- Since column vector representation is standard mathematical notation and since many graphics package like **GKS** and **PHIGS** uses column vector we will also follow column vector representation.

- **Example:** - Translate the triangle [A (10, 10), B (15, 15), C (20, 10)] 2 unit in x direction and 1 unit in y direction.

We know that

$$P' = P + T$$

$$P' = [P] + \begin{matrix} t_x \\ t_y \end{matrix}$$

# Unit-3 – 2D Transformation & Viewing

[  
t  
y]



## Unit-3 – 2D Transformation & Viewing

For point (10, 10)

$$A' = \begin{bmatrix} 10 \\ 10 \end{bmatrix} + \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

$$A' = \begin{bmatrix} 12 \\ 11 \end{bmatrix}$$

For point (15, 15)

$$B' = \begin{bmatrix} 15 \\ 15 \end{bmatrix} + \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

$$B' = \begin{bmatrix} 17 \\ 16 \end{bmatrix}$$

For point (20, 10)

$$C' = \begin{bmatrix} 20 \\ 10 \end{bmatrix} + \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

$$C' = \begin{bmatrix} 22 \\ 11 \end{bmatrix}$$

- Final coordinates after translation are [A' (12, 11), B' (17, 16), C' (22, 11)].

### Rotation

- It is a transformation that used to reposition the object along the circular path in the XY - plane.
- To generate a rotation we specify a rotation angle  $\theta$  and the position of the **Rotation Point (Pivot Point)**  $(x_r, y_r)$  about which the object is to be rotated.
- Positive value of rotation angle defines counter clockwise rotation and negative value of rotation angle defines clockwise rotation.
- We first find the equation of rotation when pivot point is at coordinate origin  $(0, 0)$ .

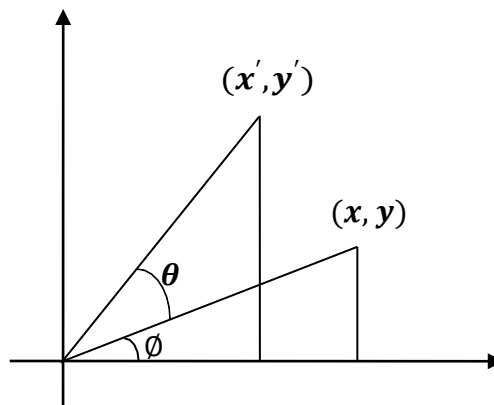


Fig. 3.2: - Rotation.

- From figure we can write.

$$x = r \cos \phi$$

$$y = r \sin \phi$$

and

$$x' = r \cos(\theta + \phi) = r \cos \phi \cos \theta - r \sin \phi \sin \theta$$

$$y' = r \sin(\theta + \phi) = r \cos \phi \sin \theta + r \sin \phi \cos \theta$$

- Now replace  $r \cos \phi$  with  $x$  and  $r \sin \phi$  with  $y$  in above equation.

$$x' = x \cos \theta - y \sin \theta$$

$$y' = x \sin \theta + y \cos \theta$$

- We can write it in the form of column vector matrix equation as;

$$P' = R \cdot P$$

## Unit-3 – 2D Transformation & Viewing

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

- Rotation about arbitrary point is illustrated in below figure.

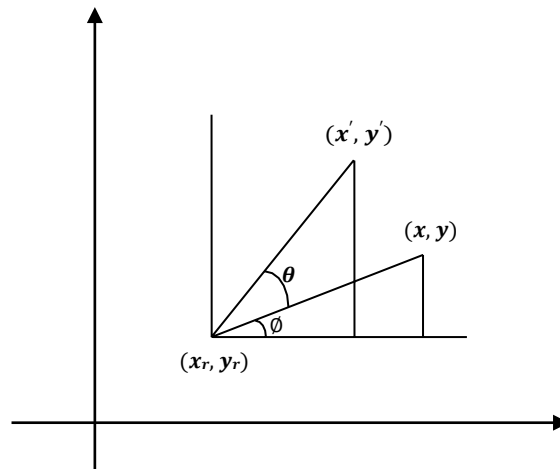


Fig. 3.3: - Rotation about pivot point.

- Transformation equation for rotation of a point about pivot point  $(x_r, y_r)$  is:

$$x' = x_r + (x - x_r) \cos \theta - (y - y_r) \sin \theta$$

$$y' = y_r + (x - x_r) \sin \theta + (y - y_r) \cos \theta$$

- These equations are differing from rotation about origin and its matrix representation is also different.
- Its matrix equation can be obtained by simple method that we will discuss later in this chapter.
- Rotation is also rigid body transformation so we need to rotate each point of object.
- **Example:** - Locate the new position of the triangle [A (5, 4), B (8, 3), C (8, 8)] after its rotation by  $90^\circ$  clockwise about the origin.

As rotation is clockwise we will take  $\theta = -90^\circ$ .

$$P' = R \cdot P$$

$$P' = \begin{bmatrix} \cos(-90) & -\sin(-90) \\ \sin(-90) & \cos(-90) \end{bmatrix} \begin{bmatrix} 5 & 8 & 8 \\ 4 & 3 & 8 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \begin{bmatrix} 5 & 8 & 8 \\ 4 & 3 & 8 \end{bmatrix}$$

$$P' = \begin{bmatrix} 4 & 3 & 8 \\ -5 & -8 & -8 \end{bmatrix}$$

- Final coordinates after rotation are [A' (4, -5), B' (3, -8), C' (8, -8)].

### Scaling

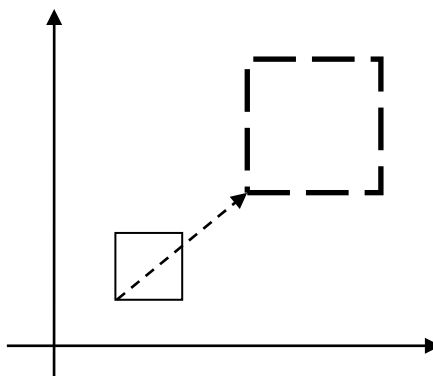


Fig. 3.4: - Scaling.

## Unit-3 – 2D Transformation & Viewing

- It is a transformation that used to alter the size of an object.
- This operation is carried out by multiplying coordinate value  $(x, y)$  with scaling factor  $(s_x, s_y)$  respectively.
- So equation for scaling is given by:  

$$x' = x \cdot s_x$$

$$y' = y \cdot s_y$$
- These equation can be represented in column vector matrix equation as:  

$$P' = S \cdot P$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} s_x & 0 \\ 0 & s_y \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix}$$
- Any positive value can be assigned to  $(s_x, s_y)$ .
- Values less than 1 reduce the size while values greater than 1 enlarge the size of object, and object remains unchanged when values of both factor is 1.
- Same values of  $s_x$  and  $s_y$  will produce **Uniform Scaling**. And different values of  $s_x$  and  $s_y$  will produce **Differential Scaling**.
- Objects transformed with above equation are both scale and repositioned.
- Scaling factor with value less than 1 will move object closer to origin, while scaling factor with value greater than 1 will move object away from origin.
- We can control the position of object after scaling by keeping one position fixed called **Fix point**  $(x_f, y_f)$  that point will remain unchanged after the scaling transformation.

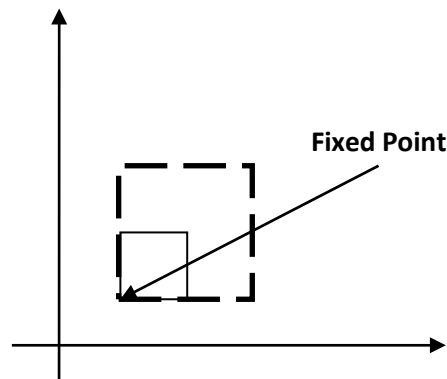


Fig. 3.5: - Fixed point scaling.

- Equation for scaling with fixed point position as  $(x_f, y_f)$  is:  

$$x' = x_f + (x - x_f)s_x$$

$$y' = y_f + (y - y_f)s_y$$

$$x' = x_f + xs_x - x_f s_x$$

$$y' = y_f + ys_y - y_f s_y$$

$$x' = xs_sx + x_f(1 - s_x)$$

$$y' = ys_sy + y_f(1 - s_y)$$
- Matrix equation for the same will discuss in later section.
- Polygons are scaled by applying scaling at coordinates and redrawing while other body like circle and ellipse will scale using its defining parameters. For example ellipse will scale using its semi major axis, semi minor axis and center point scaling and redrawing at that position.
- **Example:** - Consider square with left-bottom corner at  $(2, 2)$  and right-top corner at  $(6, 6)$  apply the transformation which makes its size half.  
 As we want size half so value of scale factor are  $s_x = 0.5, s_y = 0.5$  and Coordinates of square are  $[A (2, 2), B (6, 2), C (6, 6), D (2, 6)]$ .  

$$P' = S \cdot P$$

## Unit-3 – 2D Transformation & Viewing

$$P' = \begin{bmatrix} S_x & 0 \\ 0 & S_y \end{bmatrix} \begin{bmatrix} 2 & 6 & 6 & 2 \\ 2 & 2 & 6 & 6 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0.5 & 0 \\ 0 & 0.5 \end{bmatrix} \begin{bmatrix} 2 & 6 & 6 & 2 \\ 2 & 2 & 6 & 6 \end{bmatrix}$$

$$P' = \begin{bmatrix} 1 & 3 & 3 & 1 \\ 1 & 1 & 3 & 3 \end{bmatrix}$$

- Final coordinate after scaling are  $[A'(1, 1), B'(3, 1), C'(3, 3), D'(1, 3)]$ .

### Matrix Representation and homogeneous coordinates

- Many graphics application involves sequence of geometric transformations.
- For example in design and picture construction application we perform Translation, Rotation, and scaling to fit the picture components into their proper positions.
- For efficient processing we will reformulate transformation sequences.
- We have matrix representation of basic transformation and we can express it in the general matrix form as:

$$P' = M_1 \cdot P + M_2$$

Where  $P$  and  $P'$  are initial and final point position,  $M_1$  contains rotation and scaling terms and  $M_2$  contains translation terms associated with pivot point, fixed point and reposition.

- For efficient utilization we must calculate all sequence of transformation in one step and for that reason we reformulate above equation to eliminate the matrix addition associated with translation terms in matrix  $M_2$ .
- We can combine that thing by expanding 2X2 matrix representation into 3X3 matrices.
- It will allows us to convert all transformation into matrix multiplication but we need to represent vertex position  $(x, y)$  with homogeneous coordinate triple  $(x_h, y_h, h)$  Where  $x = \frac{x_h}{h}$ ,  $y = \frac{y_h}{h}$  thus we can also write triple as  $(h \cdot x, h \cdot y, h)$ .
- For two dimensional geometric transformation we can take value of  $h$  is any positive number so we can get infinite homogeneous representation for coordinate value  $(x, y)$ .
- But convenient choice is set  $h = 1$  as it is multiplicative identity, than  $(x, y)$  is represented as  $(x, y, 1)$ .
- Expressing coordinates in homogeneous coordinates form allows us to represent all geometric transformation equations as matrix multiplication.
- Let's see each representation with  $h = 1$

#### Translation

$$P' = T_{(t_x, t_y)} \cdot P$$

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

NOTE: - Inverse of translation matrix is obtain by putting  $-t_x$  &  $-t_y$  instead of  $t_x$  &  $t_y$ .

#### Rotation

$$P' = R_{(\theta)} \cdot P$$

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

NOTE: - Inverse of rotation matrix is obtained by replacing  $\theta$  by  $-\theta$ .

#### Scaling

$$P' = S_{(s_x, s_y)} \cdot P$$

## Unit-3 – 2D Transformation & Viewing

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} s_x & 0 & 0 \\ 0 & s_y & 0 \\ 1 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

NOTE: - Inverse of scaling matrix is obtained by replacing  $s_x$  &  $s_y$  by  $\frac{1}{s_x}$  &  $\frac{1}{s_y}$  respectively.

### Composite Transformation

- We can set up a matrix for any sequence of transformations as a **composite transformation matrix** by calculating the matrix product of individual transformation.
- For column matrix representation of coordinate positions, we form composite transformations by multiplying matrices in order from right to left.

### Translations

- Two successive translations are performed as:

$$P' = T(t_{x2}, t_{y2}) \cdot \{T(t_{x1}, t_{y1}) \cdot P\}$$

$$P' = \{T(t_{x2}, t_{y2}) \cdot T(t_{x1}, t_{y1})\} \cdot P$$

$$P' = \begin{bmatrix} 1 & 0 & t_{x2} & 1 & 0 & t_{x1} \\ 0 & 1 & t_{y2} & 0 & 1 & t_{y1} \\ 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} 1 & 0 & t_{x1} + t_{x2} \\ 0 & 1 & t_{y1} + t_{y2} \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = T(t_{x1} + t_{x2}, t_{y1} + t_{y2}) \cdot P\}$$

Here  $P'$  and  $P$  are column vector of final and initial point coordinate respectively.

- This concept can be extended for any number of successive translations.

**Example:** Obtain the final coordinates after two translations on point  $p(2,3)$  with translation vector  $(4, 3)$  and  $(-1, 2)$  respectively.

$$P' = T(t_{x1} + t_{x2}, t_{y1} + t_{y2}) \cdot P$$

$$P' = \begin{bmatrix} 1 & 0 & t_{x1} + t_{x2} & 1 & 0 & 4 + (-1) & 2 \\ 0 & 1 & t_{y1} + t_{y2} & 0 & 1 & 3 + 2 & ] \cdot [3 \\ 0 & 0 & 1 & 0 & 0 & 1 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} 1 & 0 & 3 & 2 & 5 \\ 0 & 1 & 5 & ] \cdot [3 & ] = [8 \\ 0 & 0 & 1 & 1 & 1 \end{bmatrix} \cdot P$$

Final Coordinates after translations are  $p'(5, 8)$ .

### Rotations

- Two successive Rotations are performed as:

$$P' = R(\theta_2) \cdot \{R(\theta_1) \cdot P\}$$

$$P' = \{R(\theta_2) \cdot R(\theta_1)\} \cdot P$$

$$P' = \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 & 0 & \cos \theta_1 & -\sin \theta_1 & 0 \\ \sin \theta_2 & \cos \theta_2 & 0 & \sin \theta_1 & \cos \theta_1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} \cos \theta_2 \cos \theta_1 - \sin \theta_2 \sin \theta_1 & -\sin \theta_1 \cos \theta_2 - \sin \theta_2 \cos \theta_1 & 0 \\ \sin \theta_1 \cos \theta_2 + \sin \theta_2 \cos \theta_1 & \cos \theta_2 \cos \theta_1 - \sin \theta_2 \sin \theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

## Unit-3 – 2D Transformation & Viewing

$$P' = \begin{bmatrix} \cos(\theta_1 + \theta_2) & -\sin(\theta_1 + \theta_2) & 0 \\ \sin(\theta_1 + \theta_2) & \cos(\theta_1 + \theta_2) & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = R(\theta_1 + \theta_2) \cdot P$$

Here  $P'$  and  $P$  are column vector of final and initial point coordinate respectively.

- This concept can be extended for any number of successive rotations.

**Example:** Obtain the final coordinates after two rotations on point  $p(6,9)$  with rotation angles are  $30^\circ$  and  $60^\circ$  respectively.

$$P' = R(\theta_1 + \theta_2) \cdot P$$

$$P' = \begin{bmatrix} \cos(\theta_1 + \theta_2) & -\sin(\theta_1 + \theta_2) & 0 \\ \sin(\theta_1 + \theta_2) & \cos(\theta_1 + \theta_2) & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} \cos(30 + 60) & -\sin(30 + 60) & 0 \\ \sin(30 + 60) & \cos(30 + 60) & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} 0 & -1 & 0 & 6 & -9 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 \end{bmatrix} \cdot \begin{bmatrix} 6 \\ 9 \end{bmatrix} = \begin{bmatrix} 6 \\ 6 \end{bmatrix}$$

Final Coordinates after rotations are  $p'(-9, 6)$ .

### Scaling

- Two successive scaling are performed as:

$$P' = S(s_{x2}, s_{y2}) \cdot \{S(s_{x1}, s_{y1}) \cdot P\}$$

$$P' = \{S(s_{x2}, s_{y2}) \cdot S(s_{x1}, s_{y1})\} \cdot P$$

$$P' = \begin{bmatrix} s_{x2} & 0 & 0 & s_{x1} & 0 & 0 \\ 0 & s_{y2} & 0 & 0 & s_{y1} & 0 \\ 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} s_{x1} \cdot s_{x2} & 0 & 0 \\ 0 & s_{y1} \cdot s_{y2} & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = S(s_{x1} \cdot s_{x2}, s_{y1} \cdot s_{y2}) \cdot P$$

Here  $P'$  and  $P$  are column vector of final and initial point coordinate respectively.

- This concept can be extended for any number of successive scaling.

**Example:** Obtain the final coordinates after two scaling on line  $pq [p(2,2), q(8, 8)]$  with scaling factors are  $(2, 2)$  and  $(3, 3)$  respectively.

$$P' = S(s_{x1} \cdot s_{x2}, s_{y1} \cdot s_{y2}) \cdot P$$

$$P' = \begin{bmatrix} s_{x1} \cdot s_{x2} & 0 & 0 & 2 \cdot 3 & 0 & 0 \\ 0 & s_{y1} \cdot s_{y2} & 0 & 0 & 2 \cdot 3 & 0 \\ 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} 6 & 0 & 0 & 2 & 8 & 12 & 48 \\ 0 & 6 & 0 & 2 & 8 & 12 & 48 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \cdot \begin{bmatrix} 2 & 8 \end{bmatrix} = \begin{bmatrix} 12 & 48 \end{bmatrix}$$

Final Coordinates after rotations are  $p'(12, 12)$  and  $q'(48, 48)$ .

### General Pivot-Point Rotation

## Unit-3 – 2D Transformation & Viewing

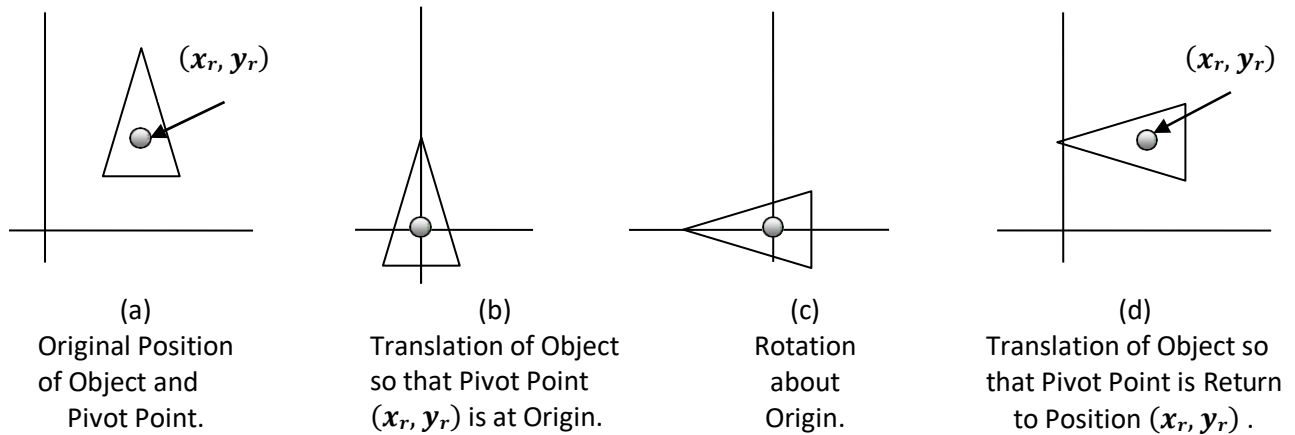


Fig. 3.6: - General pivot point rotation.

- For rotating object about arbitrary point called pivot point we need to apply following sequence of transformation.
  1. Translate the object so that the pivot-point coincides with the coordinate origin.
  2. Rotate the object about the coordinate origin with specified angle.
  3. Translate the object so that the pivot-point is returned to its original position (i.e. Inverse of step-1).

• Let's find matrix equation for this

$$P' = T(x_r, y_r) \cdot [R(\theta) \cdot \{T(-x_r, -y_r) \cdot P\}]$$

$$P' = \{T(x_r, y_r) \cdot R(\theta) \cdot T(-x_r, -y_r)\} \cdot P$$

$$P' = \begin{bmatrix} 1 & 0 & x_r & \cos \theta & -\sin \theta & 0 & 1 & 0 & -x_r \\ 0 & 1 & y_r & \sin \theta & \cos \theta & 0 & 0 & 1 & -y_r \\ 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} \cos \theta & -\sin \theta & x_r(1 - \cos \theta) + y_r \sin \theta \\ \sin \theta & \cos \theta & y_r(1 - \cos \theta) - x_r \sin \theta \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = R(x_r, y_r, \theta) \cdot P$$

Here  $P'$  and  $P$  are column vector of final and initial point coordinate respectively and  $(x_r, y_r)$  are the coordinates of pivot-point.

- **Example:** - Locate the new position of the triangle [A (5, 4), B (8, 3), C (8, 8)] after its rotation by  $90^\circ$  clockwise about the centroid.

Pivot point is centroid of the triangle so:

$$x_r = \frac{5+8+8}{3} = 7, \quad y_r = \frac{4+3+8}{3} = 5$$

As rotation is clockwise we will take  $\theta = -90^\circ$ .

$$P' = R(x_r, y_r, \theta) \cdot P$$

$$P' = \begin{bmatrix} \cos(-90) & -\sin(-90) & x_r(1 - \cos(-90)) + y_r \sin(-90) \\ \sin(-90) & \cos(-90) & y_r(1 - \cos(-90)) - x_r \sin(-90) \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 5 & 8 & 8 \\ 4 & 3 & 8 \\ 1 & 1 & 1 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0 & 1 & 7(1 - 0) - 5(1) & 5 & 8 & 8 \\ -1 & 0 & 5(1 - 0) + 7(1) & 4 & 3 & 8 \\ 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 5 & 8 & 8 \\ 4 & 3 & 8 \\ 1 & 1 & 1 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0 & 1 & 2 & 5 & 8 & 8 \\ -1 & 0 & 12 & 4 & 3 & 8 \\ 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 5 & 8 & 8 \\ 4 & 3 & 8 \\ 1 & 1 & 1 \end{bmatrix}$$

## Unit-3 – 2D Transformation & Viewing

$$P' = \begin{bmatrix} 11 & 13 & 18 \\ 7 & 4 & 4 \\ 1 & 1 & 1 \end{bmatrix}$$

- Final coordinates after rotation are  $[A' (11, 7), B' (13, 4), C' (18, 4)]$ .

### General Fixed-Point Scaling

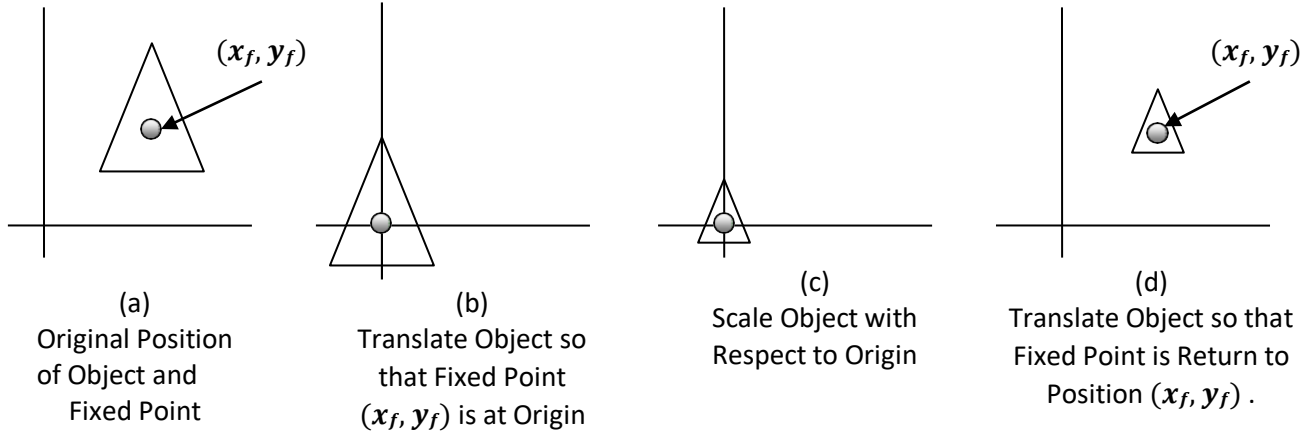


Fig. 3.7: - General fixed point scaling.

- For scaling object with position of one point called fixed point will remains same, we need to apply following sequence of transformation.
  - Translate the object so that the fixed-point coincides with the coordinate origin.
  - Scale the object with respect to the coordinate origin with specified scale factors.
  - Translate the object so that the fixed-point is returned to its original position (i.e. Inverse of step-1).
- Let's find matrix equation for this

$$P' = T(x_f, y_f) \cdot [S(s_x, s_y) \cdot \{T(-x_f, -y_f) \cdot P\}]$$

$$P' = \{T(x_f, y_f) \cdot S(s_x, s_y) \cdot T(-x_f, -y_f)\} \cdot P$$

$$P' = \begin{bmatrix} 1 & 0 & x_f & s_x & 0 & 0 & 1 & 0 & -x_f \\ 0 & 1 & y_f & 0 & s_y & 0 & 0 & 1 & -y_f \\ 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} s_x & 0 & x_f(1 - s_x) \\ 0 & s_y & y_f(1 - s_y) \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = S(x_f, y_f, s_x, s_y) \cdot P$$

Here  $P'$  and  $P$  are column vector of final and initial point coordinate respectively and  $(x_f, y_f)$  are the coordinates of fixed-point.

- Example:** - Consider square with left-bottom corner at (2, 2) and right-top corner at (6, 6) apply the transformation which makes its size half such that its center remains same.

Fixed point is center of square so:

$$x_f = 2 + \frac{6-2}{2}, \quad y_f = 2 + \frac{6-2}{2}$$

As we want size half so value of scale factor are  $s_x = 0.5, s_y = 0.5$  and Coordinates of square are  $[A (2, 2), B (6, 2), C (6, 6), D (2, 6)]$ .

$$P' = S(x_f, y_f, s_x, s_y) \cdot P$$

$$P' = \begin{bmatrix} s_x & 0 & x_f(1 - s_x) \\ 0 & s_y & y_f(1 - s_y) \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 2 & 6 & 6 \\ 2 & 2 & 6 \\ 1 & 1 & 1 \end{bmatrix}$$



## Unit-3 – 2D Transformation & Viewing

$$P' = \begin{bmatrix} 0.5 & 0 & 4(1-0.5) & 2 & 6 & 6 & 2 \\ 0 & 0.5 & 4(1-0.5) & 2 & 2 & 6 & 6 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \\ 0.5 & 0 & 2 & 2 & 6 & 6 & 2 \\ 0 & 0.5 & 2 & 2 & 2 & 6 & 6 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \\ 3 & 5 & 5 & 3 \\ 3 & 3 & 5 & 5 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

- Final coordinate after scaling are  $[A'(3, 3), B'(5, 3), C'(5, 5), D'(3, 5)]$

### General Scaling Directions

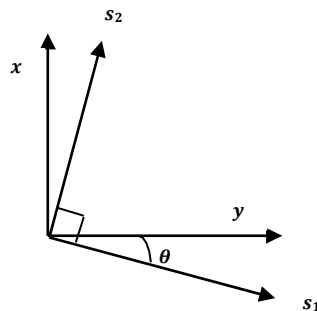


Fig. 3.8: - General scaling direction.

- Parameter  $s_x$  and  $s_y$  scale the object along  $x$  and  $y$  directions. We can scale an object in other directions by rotating the object to align the desired scaling directions with the coordinate axes before applying the scaling transformation.
- Suppose we apply scaling factor  $s_1$  and  $s_2$  in direction shown in figure than we will apply following transformations.
  - Perform a rotation so that the direction for  $s_1$  and  $s_2$  coincide with  $x$  and  $y$  axes.
  - Scale the object with specified scale factors.
  - Perform opposite rotation to return points to their original orientations. (i.e. Inverse of step-1).
- Let's find matrix equation for this

$$P' = R^{-1}(\theta) \cdot [S(s_1, s_2) \cdot \{R(\theta) \cdot P\}]$$

$$P' = \{R^{-1}(\theta) \cdot S(s_1, s_2) \cdot R(\theta)\} \cdot P$$

$$P' = \begin{bmatrix} \cos \theta & \sin \theta & 0 & s_x & 0 & 0 & \cos \theta & -\sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 & 0 & s_y & 0 & \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \cdot P$$

$$P' = \begin{bmatrix} s_1 \cos^2 \theta + s_2 \sin^2 \theta & (s_2 - s_1) \cos \theta \sin \theta & 0 \\ (s_2 - s_1) \cos \theta \sin \theta & s_1 \sin^2 \theta + s_2 \cos^2 \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot P$$

Here  $P'$  and  $P$  are column vector of final and initial point coordinate respectively and  $\theta$  is the angle between actual scaling direction and our standard coordinate axes.

### Other Transformation

- Some package provides few additional transformations which are useful in certain applications. Two such transformations are reflection and shear.

### Reflection

- A reflection is a transformation that produces a mirror image of an object.

## Unit-3 – 2D Transformation & Viewing

- The mirror image for a two –dimensional reflection is generated relative to an **axis of reflection** by rotating the object  $180^\circ$  about the reflection axis.
- Reflection gives image based on position of axis of reflection. Transformation matrix for few positions are discussed here.

Transformation matrix for reflection about the line  $y = 0$ , *the x axis*.

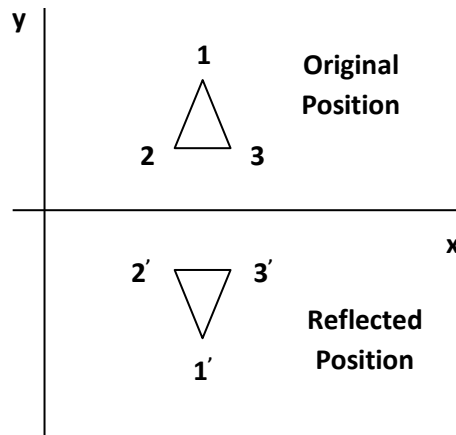


Fig. 3.9: - Reflection about x - axis.

- This transformation keeps x values are same, but flips (Change the sign) y values of coordinate positions.

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Transformation matrix for reflection about the line  $x = 0$ , *the y axis*.

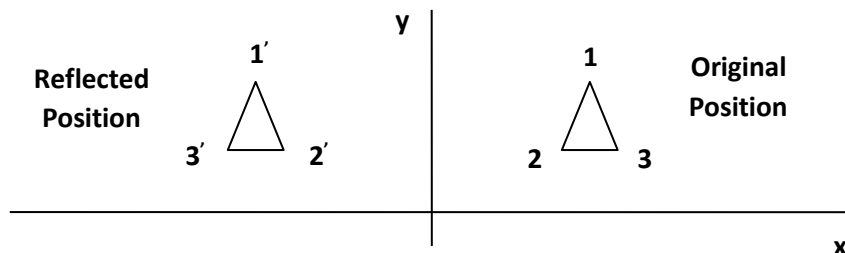


Fig. 3.10: - Reflection about y - axis.

- This transformation keeps y values are same, but flips (Change the sign) x values of coordinate positions.

$$\begin{bmatrix} -1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Transformation matrix for reflection about the *Origin*.

## Unit-3 – 2D Transformation & Viewing

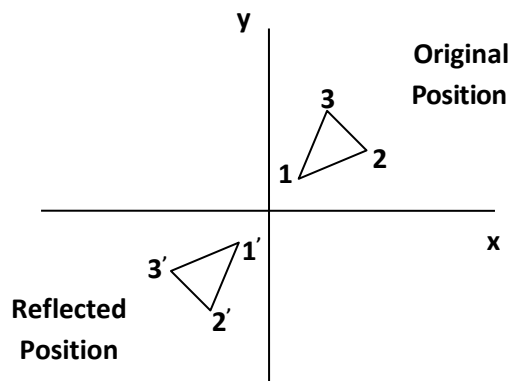


Fig. 3.11: - Reflection about origin.

- This transformation flips (Change the sign) x and y both values of coordinate positions.

$$\begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Transformation matrix for reflection about the line  $x = y$ .

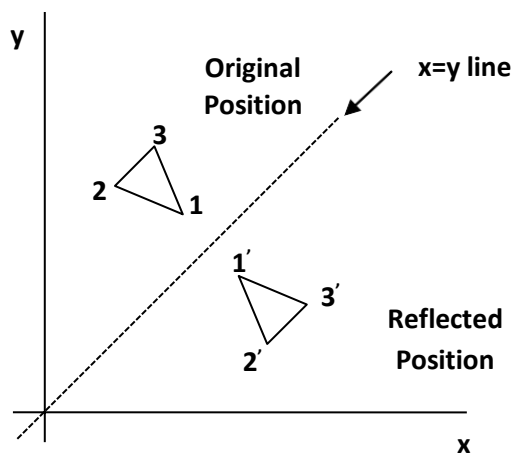


Fig. 3.12: - Reflection about  $x=y$  line.

- This transformation interchange x and y values of coordinate positions.

$$\begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

# Unit-3 – 2D Transformation & Viewing

Transformation matrix for reflection about the line  $x = -y$ .

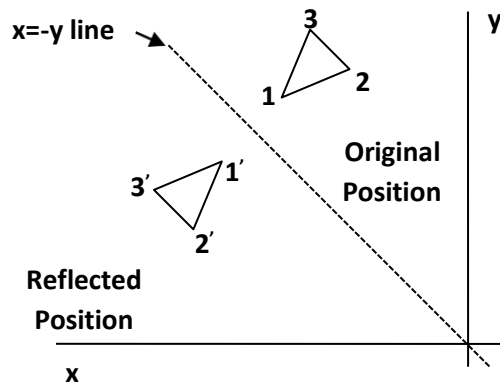


Fig. 3.12: - Reflection about  $x=-y$  line.

- This transformation interchange  $x$  and  $y$  values of coordinate positions.

$$\begin{bmatrix} 0 & -1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

- **Example:** - Find the coordinates after reflection of the triangle  $[A (10, 10), B (15, 15), C (20, 10)]$  about  $x$  axis.

$$P' = \begin{bmatrix} 1 & 0 & 0 & 10 & 15 & 20 \\ 0 & -1 & 0 & 10 & 15 & 10 \\ 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

$$P' = \begin{bmatrix} 10 & 15 & 20 \\ -10 & -15 & -10 \\ 1 & 1 & 1 \end{bmatrix}$$

- Final coordinate after reflection are  $[A' (10, -10), B' (15, -15), C' (20, -10)]$

## Shear

- A transformation that distorts the shape of an object such that the transformed shape appears as if the object were composed of internal layers that had been caused to slide over each other is called **shear**.
- Two common shearing transformations are those that shift coordinate  $x$  values and those that shift  $y$  values.

Shear in  $x$  – *direction*.

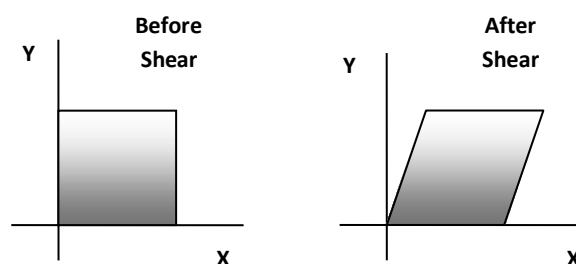


Fig. 3.13: - Shear in  $x$ -direction.

## Unit-3 – 2D Transformation & Viewing

- Shear relative to  $x$  – axis that is  $y = 0$  line can be produced by following equation:

$$x' = x + sh_x \cdot y, \quad y' = y$$

- Transformation matrix for that is:

$$\begin{bmatrix} 1 & sh_x & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Here  $sh_x$  is shear parameter. We can assign any real value to  $sh_x$ .

- We can generate  $x$  – direction shear relative to other reference line  $y = y_{ref}$  with following equation:

$$x' = x + sh_x \cdot (y - y_{ref}), \quad y' = y$$

- Transformation matrix for that is:

$$\begin{bmatrix} 1 & sh_x & -sh_x \cdot y_{ref} \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

- **Example:** - Shear the unit square in x direction with shear parameter  $\frac{1}{2}$  relative to line  $y = -1$ .

Here  $y_{ref} = -1$  and  $sh_x = 0.5$

Coordinates of unit square are [A (0, 0), B (1, 0), C (1, 1), D (0, 1)].

$$P' = \begin{bmatrix} 1 & sh_x & -sh_x \cdot y_{ref} & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix}$$

$$P' = \begin{bmatrix} 1 & 0.5 & -0.5 \cdot (-1) & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix}$$

$$P' = \begin{bmatrix} 1 & 0.5 & 0.5 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0.5 & 1.5 & 2 & 1 \\ 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

- Final coordinate after shear are [A' (0.5, 0), B' (1.5, 0), C' (2, 1), D' (1, 1)].

### Shear in $y$ – direction.

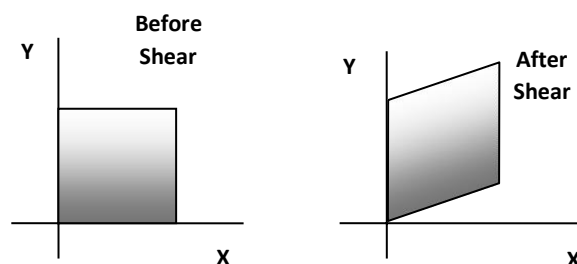


Fig. 3.14: - Shear in y-direction.

- Shear relative to  $y$  – axis that is  $x = 0$  line can be produced by following equation:

$$x' = x, \quad y' = y + sh_y \cdot x$$

- Transformation matrix for that is:

$$\begin{bmatrix} 1 & 0 & 0 \\ sh_y & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Here  $sh_y$  is shear parameter. We can assign any real value to  $sh_y$ .

## Unit-3 – 2D Transformation & Viewing

- We can generate  $y$  – *direction* shear relative to other reference line  $x = x_{ref}$  with following equation:

$$x' = x, \quad y' = y + sh_y \cdot (x - x_{ref})$$

- Transformation matrix for that is:

$$\begin{bmatrix} 1 & 0 & 0 \\ sh_y & 1 & -sh_y \cdot x_{ref} \\ 0 & 0 & 1 \end{bmatrix}$$

- Example:** - Shear the unit square in  $y$  direction with shear parameter  $\frac{1}{2}$  relative to line  $x = -1$ .  
Here  $x_{ref} = -1$  and  $sh_y = 0.5$

Coordinates of unit square are [A (0, 0), B (1, 0), C (1, 1), D (0, 1)].

$$P' = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ sh_y & 1 & -sh_y \cdot x_{ref} & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 1 & 0 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0.5 & 1 & -0.5 \cdot (-1) & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 1 & 0 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0.5 & 1 & 0.5 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$P' = \begin{bmatrix} 0.5 & 1 & 2 & 1.5 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

- Final coordinate after shear are [A'(0, 0.5), B' (1, 1), C' (1, 2), D' (0, 1.5)]

### The Viewing Pipeline

- Window:** Area selected in world-coordinate for display is called window. It defines what is to be viewed.
- Viewport:** Area on a display device in which window image is display (mapped) is called viewport. It defines where to display.
- In many case window and viewport are rectangle, also other shape may be used as window and viewport.
- In general finding device coordinates of viewport from word coordinates of window is called as **viewing transformation**.
- Sometimes we consider this viewing transformation as window-to-viewport transformation but in general it involves more steps.

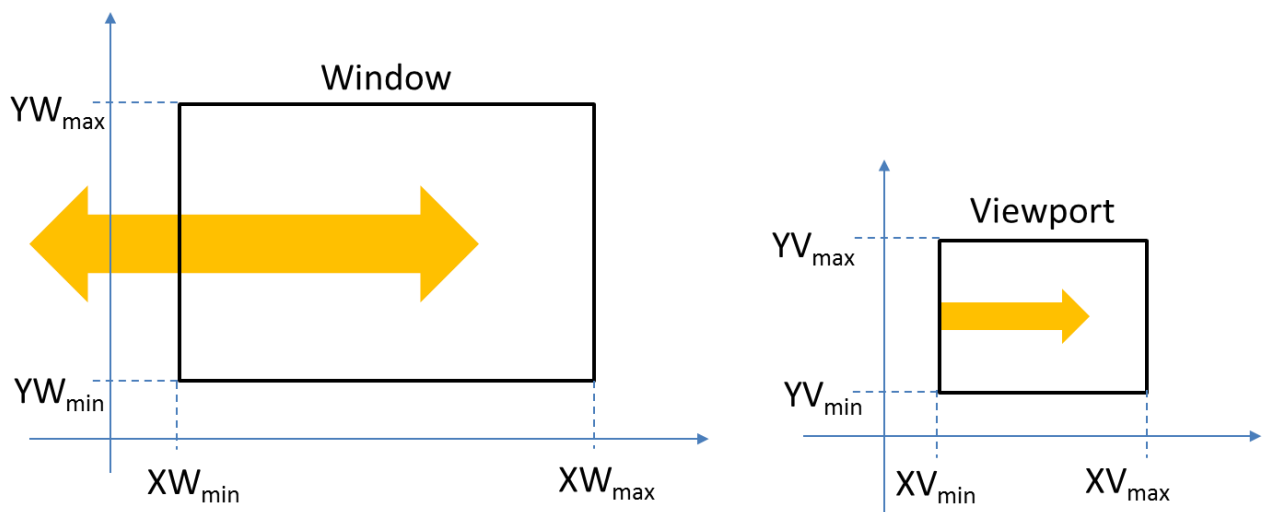


Fig. 3.1: - A viewing transformation using standard rectangles for the window and viewport.

- Now we see steps involved in viewing pipeline.

## Unit-3 – 2D Transformation & Viewing

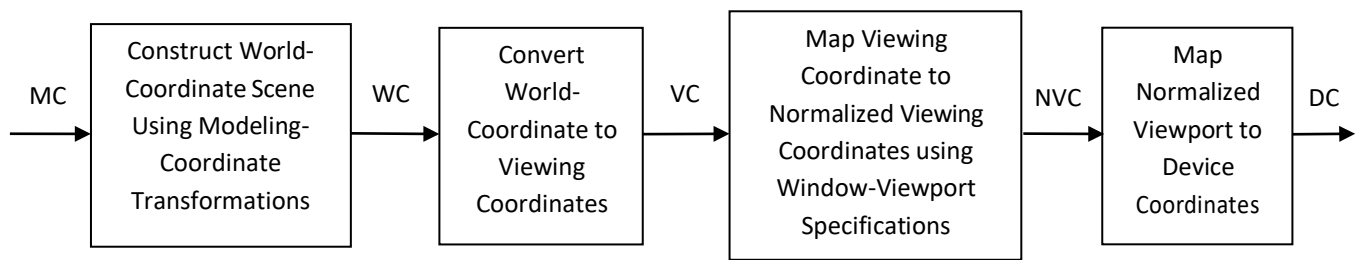


Fig. 3.2: - 2D viewing pipeline.

- As shown in figure above first of all we construct world coordinate scene using modeling coordinate transformation.
- After this we convert viewing coordinates from world coordinates using window to viewport transformation.
- Then we map viewing coordinate to normalized viewing coordinate in which we obtain values in between 0 to 1.
- At last we convert normalized viewing coordinate to device coordinate using device driver software which provide device specification.
- Finally device coordinate is used to display image on display screen.
- By changing the viewport position on screen we can see image at different place on the screen.
- By changing the size of the window and viewport we can obtain zoom in and zoom out effect as per requirement.
- Fixed size viewport and small size window gives zoom in effect, and fixed size viewport and larger window gives zoom out effect.
- View ports are generally defines with the unit square so that graphics package are more device independent which we call as normalized viewing coordinate.

### Viewing Coordinate Reference Frame

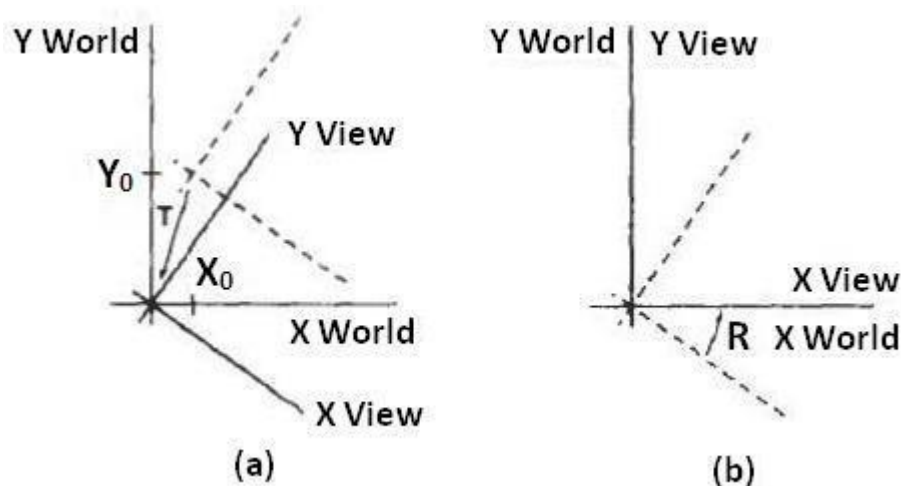


Fig. 3.3: - A viewing-coordinate frame is moved into coincidence with the world frame in two steps: (a) translate the viewing origin to the world origin, and then (b) rotate to align the axes of the two systems.

- We can obtain reference frame in any direction and at any position.
- For handling such condition first of all we translate reference frame origin to standard reference frame origin and then we rotate it to align it to standard axis.
- In this way we can adjust window in any reference frame.
- this is illustrate by following transformation matrix:

## Unit-3 – 2D Transformation & Viewing

$$M_{wc,vc} = RT$$

- Where T is translation matrix and R is rotation matrix.

### Window-To-Viewport Coordinate Transformation

- Mapping of window coordinate to viewport is called window to viewport transformation.
- We do this using transformation that maintains relative position of window coordinate into viewport.
- That means center coordinates in window must be remains at center position in viewport.
- We find relative position by equation as follow:

$$\frac{x_v - x_{vmin}}{x_{vmax} - x_{vmin}} = \frac{x_w - x_{wmin}}{x_{wmax} - x_{wmin}}$$

$$\frac{y_v - y_{vmin}}{y_{vmax} - y_{vmin}} = \frac{y_w - y_{wmin}}{y_{wmax} - y_{wmin}}$$

- Solving by making viewport position as subject we obtain:

$$x_v = x_{vmin} + (x_w - x_{wmin})S_x$$

$$y_v = y_{vmin} + (y_w - y_{wmin})S_y$$

- Where scaling factor are :

$$S_x = \frac{x_{vmax} - x_{vmin}}{x_{wmax} - x_{wmin}}$$

$$S_y = \frac{y_{vmax} - y_{vmin}}{y_{wmax} - y_{wmin}}$$

- We can also map window to viewport with the set of transformation, which include following sequence of transformations:
  1. Perform a scaling transformation using a fixed-point position of  $(x_{wmin}, y_{wmin})$  that scales the window area to the size of the viewport.
  2. Translate the scaled window area to the position of the viewport.
- For maintaining relative proportions we take  $(s_x = s_y)$ . in case if both are not equal then we get stretched or contracted in either the x or y direction when displayed on the output device.
- Characters are handle in two different way one way is simply maintain relative position like other primitive and other is to maintain standard character size even though viewport size is enlarged or reduce.
- Number of display device can be used in application and for each we can use different window-to-viewport transformation. This mapping is called the **workstation transformation**.

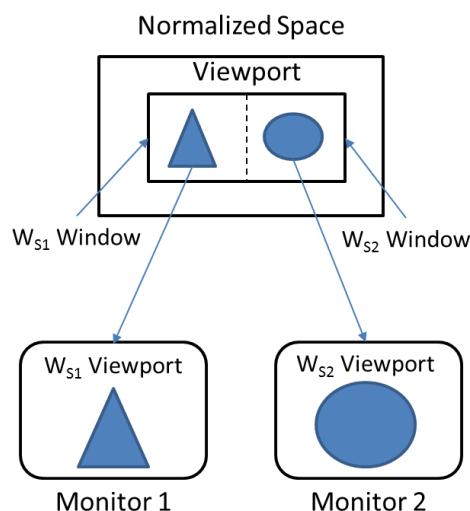


Fig. 3.4: - workstation transformation.



# Unit-3 – 2D Transformation & Viewing

- As shown in figure two different displays devices are used and we map different window-to-viewport on each one.

## Clipping Operations

- Generally, any procedure that identifies those portions of a picture that are either inside or outside of a specified region of space is referred to as a **clipping algorithm**, or simply **clipping**. The region against which an object is to clip is called a **clip window**.
- Clip window can be general polygon or it can be curved boundary.

## Application of Clipping

- It can be used for displaying particular part of the picture on display screen.
- Identifying visible surface in 3D views.
- Antialiasing.
- Creating objects using solid-modeling procedures.
- Displaying multiple windows on same screen.
- Drawing and painting.

## Point Clipping

- In point clipping we eliminate those points which are outside the clipping window and draw points which are inside the clipping window.
- Here we consider clipping window is rectangular boundary with edge  $(x_{wmin}, x_{wmax}, y_{wmin}, y_{wmax})$ .
- So for finding whether given point is inside or outside the clipping window we use following inequality:  
$$x_{wmin} \leq x \leq x_{wmax}$$
$$y_{wmin} \leq y \leq y_{wmax}$$
- If above both inequality is satisfied then the point is inside otherwise the point is outside the clipping window.

## Line Clipping

- Line clipping involves several possible cases.
  - Completely inside the clipping window.
  - Completely outside the clipping window.
  - Partially inside and partially outside the clipping window.

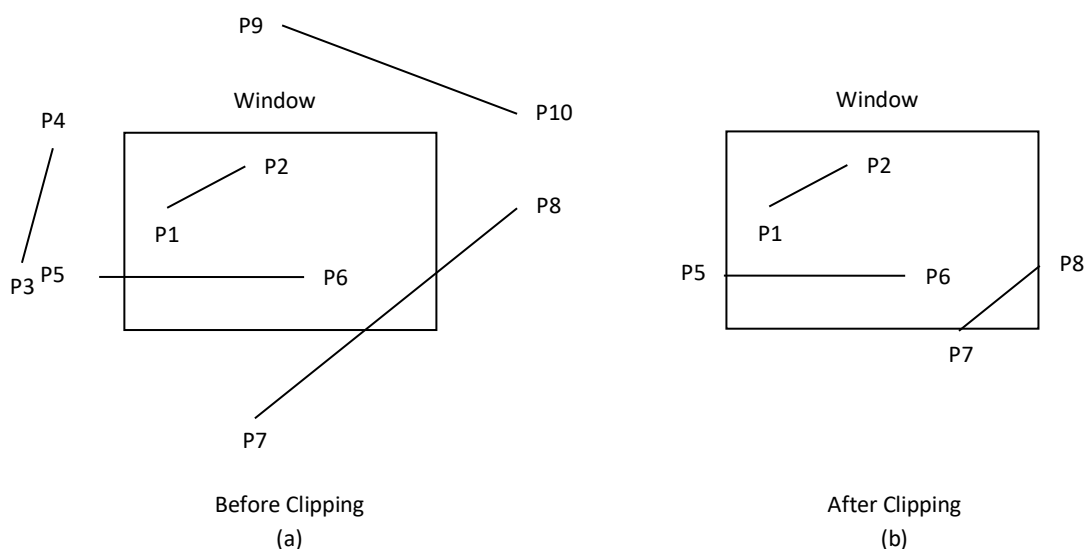


Fig. 3.5: - Line clipping against a rectangular window.

## Unit-3 – 2D Transformation & Viewing

- Line which is completely inside is display completely. Line which is completely outside is eliminated from display. And for partially inside line we need to calculate intersection with window boundary and find which part is inside the clipping boundary and which part is eliminated.
- For line clipping several scientists tried different methods to solve this clipping procedure. Some of them are discuss below.

### Cohen-Sutherland Line Clipping

- This is one of the oldest and most popular line-clipping procedures.

### Region and Region Code

- In this we divide whole space into nine region and assign 4 bit code to each endpoint of line depending on the position where the line endpoint is located.

1001	1000	1010
0001	0000	0010
0101	0100	0110

Fig. 3.6: - Workstation transformation.

- Figure 3.6 shows code for line end point which is fall within particular area.
- Code is deriving by setting particular bit according to position of area.  
Set bit 1: For left side of clipping window.  
Set bit 2: For right side of clipping window.  
Set bit 3: For below clipping window.  
Set bit 4: For above clipping window.
- All bits as mention above are set means 1 and other are 0.

### Algorithm

#### Step-1:

Assign region code to both endpoint of a line depending on the position where the line endpoint is located.

#### Step-2:

If both endpoint have code '0000'

Then line is completely inside.

Otherwise

Perform logical ending between this two codes.

If result of logical ending is non-zero

Line is completely outside the clipping window.

Otherwise

Calculate the intersection point with the boundary one by one.

Divide the line into two parts from intersection point.

Recursively call algorithm for both line segments.

# Unit-3 – 2D Transformation & Viewing

## Step-3:

Draw line segment which are completely inside and eliminate other line segment which found completely outside.

## Intersection points calculation with clipping window boundary

- For intersection calculation we use line equation " $y = mx + b$ ".
- 'x' is constant for left and right boundary which is:
  - for left " $x = x_{wmin}$ "
  - for right " $x = x_{wmax}$ "
- So we calculate y coordinate of intersection for this boundary by putting values of x depending on boundary is left or right in below equation.

$$y = y_1 + m(x - x_1)$$

- 'y' coordinate is constant for top and bottom boundary which is:
  - for top " $y = y_{wmax}$ "
  - for bottom " $y = y_{wmin}$ "
- So we calculate x coordinate of intersection for this boundary by putting values of y depending on boundary is top or bottom in below equation.

$$x = x_1 + \frac{y - y_1}{m}$$

## Liang-Barsky Line Clipping

- Line clipping approach is given by the Liang and Barsky is faster than cohen-sutherland line clipping. Which is based on analysis of the parametric equation of the line which are as below.

$$x = x_1 + u\Delta x$$

$$y = y_1 + u\Delta y$$

Where  $0 \leq u \leq 1$ ,  $\Delta x = x_2 - x_1$  and  $\Delta y = y_2 - y_1$ .

## Algorithm

1. Read two end points of line  $P_1(x_1, y_1)$  and  $P_2(x_2, y_2)$
2. Read two corner vertices, left top and right bottom of window:  $(x_{wmin}, y_{wmax})$  and  $(x_{wmax}, y_{wmin})$
3. Calculate values of parameters  $p_k$  and  $q_k$  for  $k = 1, 2, 3, 4$  such that,

$$p_1 = -\Delta x, \quad q_1 = x_1 - x_{wmin}$$

$$p_2 = \Delta x, \quad q_2 = x_{wmax} - x_1$$

$$p_3 = -\Delta y, \quad q_3 = y_1 - y_{wmin}$$

$$p_4 = \Delta y, \quad q_4 = y_{wmax} - y_1$$

4. If  $p_k = 0$  for any value of  $k = 1, 2, 3, 4$  then,

Line is parallel to  $k^{th}$  boundary.

If corresponding  $q_k < 0$  then,

Line is completely outside the boundary. Therefore, discard line segment and Go to Step 10.

Otherwise

Check line is horizontal or vertical and accordingly check line end points with corresponding boundaries.

If line endpoints lie within the bounded area

Then use them to draw line.

Otherwise

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Use boundary coordinates to draw line. And go to Step 8.

5. For  $k = 1, 2, 3, 4$  calculate  $r_k$  for nonzero values of  $p_k$  and  $q_k$  as follows:

$$r_k = \frac{q_k}{p_k} \text{ for } k = 1, 2, 3, 4$$

6. Find  $u_1$  and  $u_2$  as given below:

$$u_1 = \max\{0, r_k \mid \text{where } k \text{ takes all values for which } p_k < 0\}$$

$$u_2 = \min\{1, r_k \mid \text{where } k \text{ takes all values for which } p_k > 0\}$$

7. If  $u_1 \leq u_2$  then

Calculate endpoints of clipped line:

$$x_1' = x_1 + u_1 \Delta x$$

$$y_1' = y_1 + u_1 \Delta y$$

$$x_2' = x_1 + u_2 \Delta x$$

$$y_2' = y_1 + u_2 \Delta y$$

Draw line  $(x_1', y_1', x_2', y_2')$ ;

8. Stop.

### Advantages

1. More efficient.
2. Only requires one division to update  $u_1$  and  $u_2$ .
3. Window intersections of line are calculated just once.

### Nicholl-Lee-Nicholl Line Clipping

- By creating more regions around the clip window the NLN algorithm avoids multiple clipping of an individual line segment.
- In Cohen-Sutherland line clipping sometimes multiple calculation of intersection point of a line is done before actual window boundary intersection or line is completely rejected.
- These multiple intersection calculation is avoided in NLN line clipping procedure.
- NLN line clipping perform the fewer comparisons and divisions so it is more efficient.
- But NLN line clipping cannot be extended for three dimensions while Cohen-Sutherland and Liang-Barsky algorithm can be easily extended for three dimensions.
- For given line we find first point falls in which region out of nine region shown in figure below but three region shown in figure by putting point are only considered and if point falls in other region than we transfer that point in one of the three region.

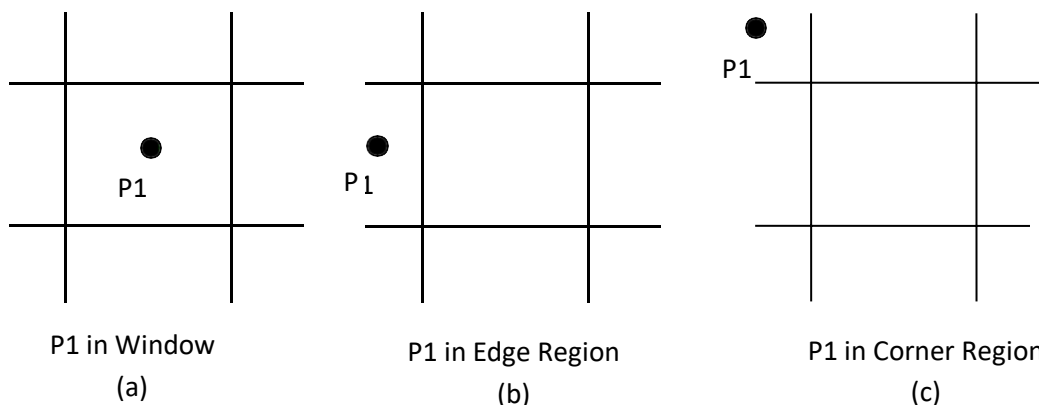


Fig. 3.7: - Three possible position for a line endpoint  $p_1$  in the NLN line-clipping algorithm.

- We can also extend this procedure for all nine regions.
- Now for  $p_1$  is inside the window we divide whole area in following region:

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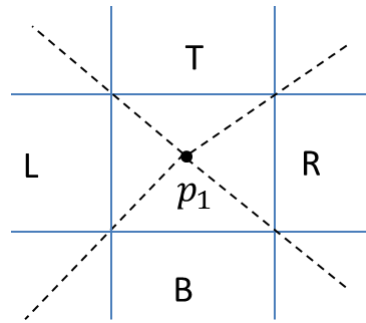


Fig. 3.8: - Clipping region when p1 is inside the window.

- Now for p1 is in edge region we divide whole area in following region:

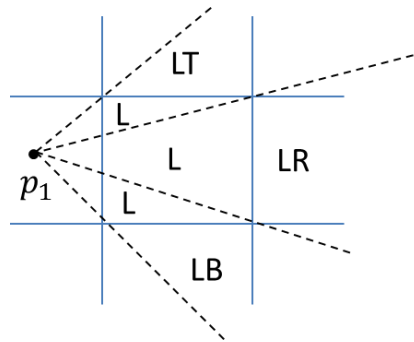


Fig. 3.9: - Clipping region when p1 is in edge region.

- Now for p1 is in corner region we divide whole area in following region:

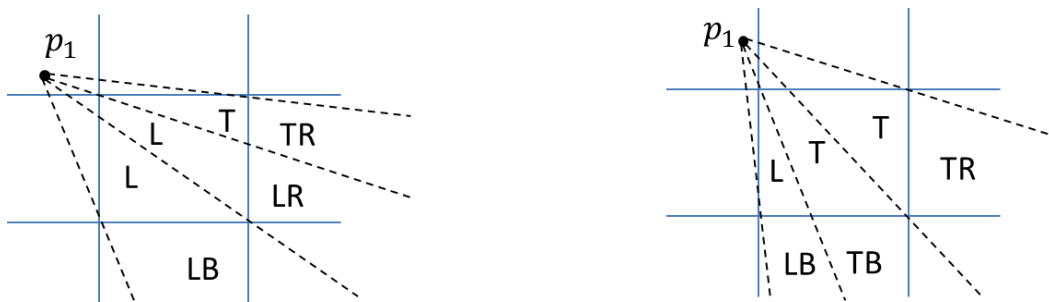


Fig. 3.10: - Two possible sets of clipping region when p1 is in corner region.

- Regions are name in such a way that name in which region p2 falls is gives the window edge which intersects the line.
- For example region LT says that line need to clip at left and top boundary.
- For finding that in which region line  $p_1p_2$  falls we compare the slope of the line to the slope of the boundaries:

$$\text{slope } \overline{p_1p_{B1}} < \text{slope } \overline{p_1p_2} < \text{slope } \overline{p_1p_{B2}}$$

Where  $\overline{p_1p_{B1}}$  and  $\overline{p_1p_{B2}}$  are boundary lines.

- For example p1 is in edge region and for checking whether p2 is in region LT we use following equation.

$$\text{slope } \overline{p_1p_{TR}} < \text{slope } \overline{p_1p_2} < \text{slope } \overline{p_1p_{TL}}$$

$$\frac{y_T - y_1}{x_R - x_1} < \frac{y_2 - y_1}{x_2 - x_1} < \frac{y_T - y_1}{x_L - x_1}$$

- After checking slope condition we need to check weather it crossing zero, one or two edges.
- This can be done by comparing coordinates of  $p_2$  with coordinates of window boundary.
- For left and right boundary we compare  $x$  coordinates and for top and bottom boundary we compare  $y$  coordinates.
- If line is not fall in any defined region than clip entire line.

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- Otherwise calculate intersection.
- After finding region we calculate intersection point using parametric equation which are:
  - $x = x_1 + (x_2 - x_1)u$
  - $y = y_1 + (y_2 - y_1)u$
- For left or right boundary  $x = x_l$  or  $x_r$  respectively, with  $u = (x_{l/r} - x_1) / (x_2 - x_1)$ , so that  $y$  can be obtained from parametric equation as below:
  - $y = y_1 + \frac{y_2 - y_1}{x_2 - x_1}(x_l - x_1)$
- Keep the portion which is inside and clip the rest.

### Polygon Clipping

- For polygon clipping we need to modify the line clipping procedure because in line clipping we need to consider about only line segment while in polygon clipping we need to consider the area and the new boundary of the polygon after clipping.

### Sutherland-Hodgeman Polygon Clipping

- For correctly clip a polygon we process the polygon boundary as a whole against each window edge.
- This is done by whole polygon vertices against each clip rectangle boundary one by one.
- Beginning with the initial set of polygon vertices we first clip against the left boundary and produce new sequence of vertices.
- Then that new set of vertices is clipped against the right boundary clipper, a bottom boundary clipper and a top boundary clipper, as shown in figure below.

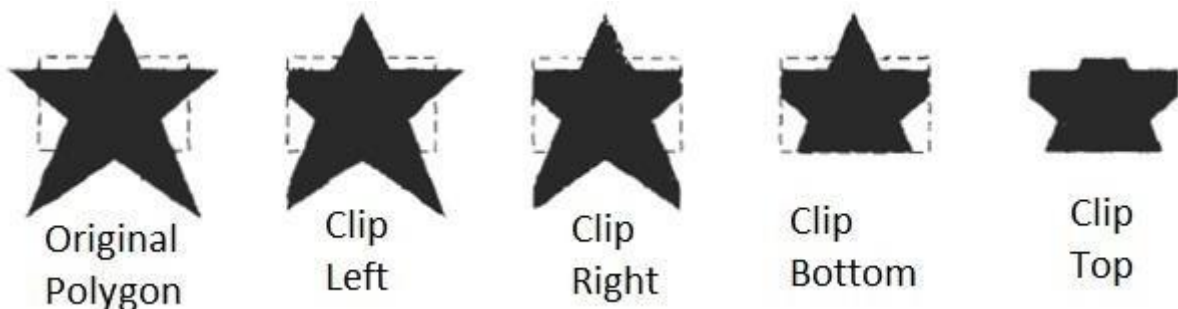


Fig. 3.11: - Clipping a polygon against successive window boundaries.

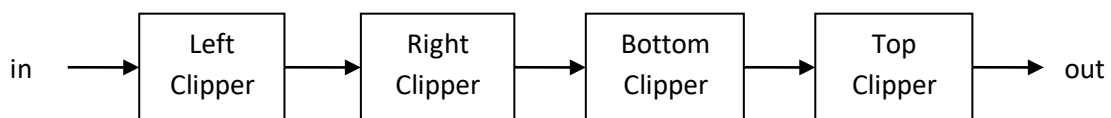
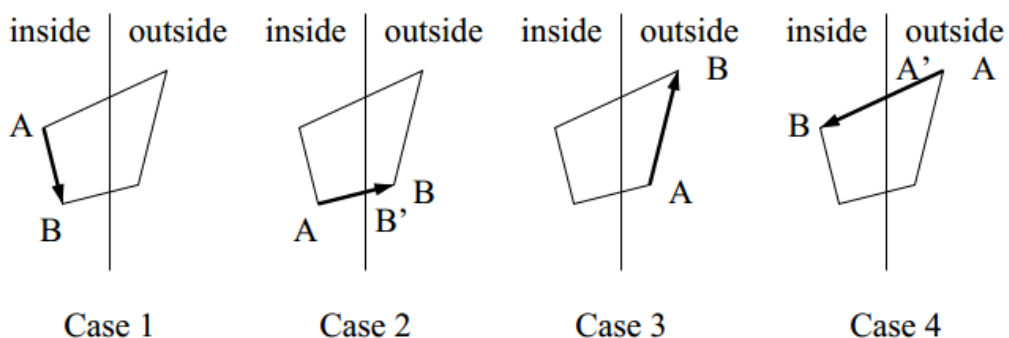


Fig. 3.12: - Processing the vertices of the polygon through boundary clipper.

- There are four possible cases when processing vertices in sequence around the perimeter of a polygon.



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Fig. 3.13: - Clipping a polygon against successive window boundaries.

- As shown in case 1: if both vertices are inside the window we add only second vertices to output list.
- In case 2: if first vertices is inside the boundary and second vertices is outside the boundary only the edge intersection with the window boundary is added to the output vertex list.
- In case 3: if both vertices are outside the window boundary nothing is added to window boundary.
- In case 4: first vertex is outside and second vertex is inside the boundary, then adds both intersection point with window boundary, and second vertex to the output list.
- When polygon clipping is done against one boundary then we clip against next window boundary.
- We illustrate this method by simple example.

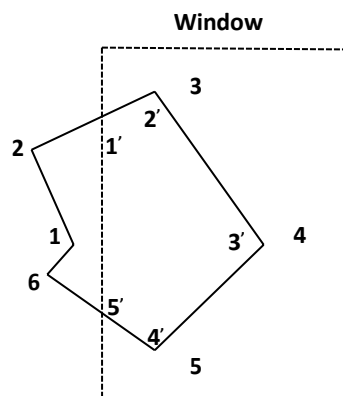


Fig. 3.14: - Clipping a polygon against left window boundaries.

- As shown in figure above we clip against left boundary vertices 1 and 2 are found to be on the outside of the boundary. Then we move to vertex 3, which is inside, we calculate the intersection and add both intersection point and vertex 3 to output list.
- Then we move to vertex 4 in which vertex 3 and 4 both are inside so we add vertex 4 to output list, similarly from 4 to 5 we add 5 to output list, then from 5 to 6 we move inside to outside so we add intersection pint to output list and finally 6 to 1 both vertex are outside the window so we does not add anything.
- Convex polygons are correctly clipped by the Sutherland-Hodgeman algorithm but concave polygons may be displayed with extraneous lines.
- For overcome this problem we have one possible solution is to divide polygon into numbers of small convex polygon and then process one by one.
- Another approach is to use Weiler-Atherton algorithm.

### Weiler-Atherton Polygon Clipping

- In this algorithm vertex processing procedure for window boundary is modified so that concave polygon also clip correctly.
- This can be applied for arbitrary polygon clipping regions as it is developed for visible surface identification.
- Main idea of this algorithm is instead of always proceeding around the polygon edges as vertices are processed we sometimes need to follow the window boundaries.
- Other procedure is similar to Sutherland-Hodgeman algorithm.
- For clockwise processing of polygon vertices we use the following rules:
  - For an outside to inside pair of vertices, follow the polygon boundary.
  - For an inside to outside pair of vertices, follow the window boundary in a clockwise direction.
- We illustrate it with example:

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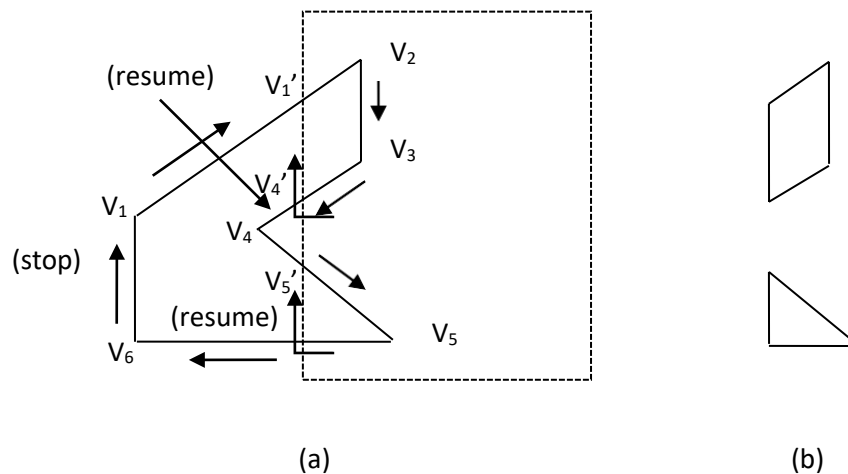


Fig. 3.14: - Clipping a concave polygon (a) with the Weiler-Atherton algorithm generates the two se

- As shown in figure we start from  $v_1$  and move clockwise towards  $v_2$  and add intersection point and next point to output list by following polygon boundary, then from  $v_2$  to  $v_3$  we add  $v_3$  to output list.
- From  $v_3$  to  $v_4$  we calculate intersection point and add to output list and follow window boundary.
- Similarly from  $v_4$  to  $v_5$  we add intersection point and next point and follow the polygon boundary, next we move  $v_5$  to  $v_6$  and add intersection point and follow the window boundary, and finally  $v_6$  to  $v_1$  is outside so no need to add anything.
- This way we get two separate polygon section after clipping.