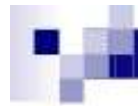


# COMPUTER GRAPHICS

BCA




# What is Computer Graphics?

- Creation, Manipulation and Storage of geometric objects (modeling) & their images (rendering)
- Display those images on screens or hardcopy devices

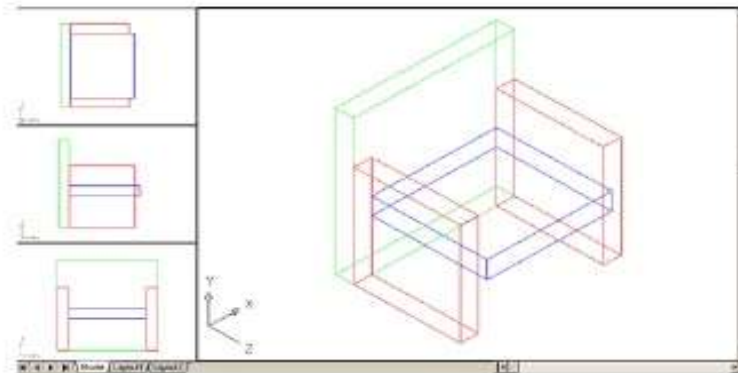


# Applications of Computer Graphics

- Computer Aided Design (CAD)
  - Presentation Graphics
  - Computer Art
  - Entertainment (animation, games, ...)
  - Education & Training
  - Visualization (scientific & business)
  - Image Processing
  - Graphical User Interfaces
- 

# 1. Computer Aided Design (CAD)

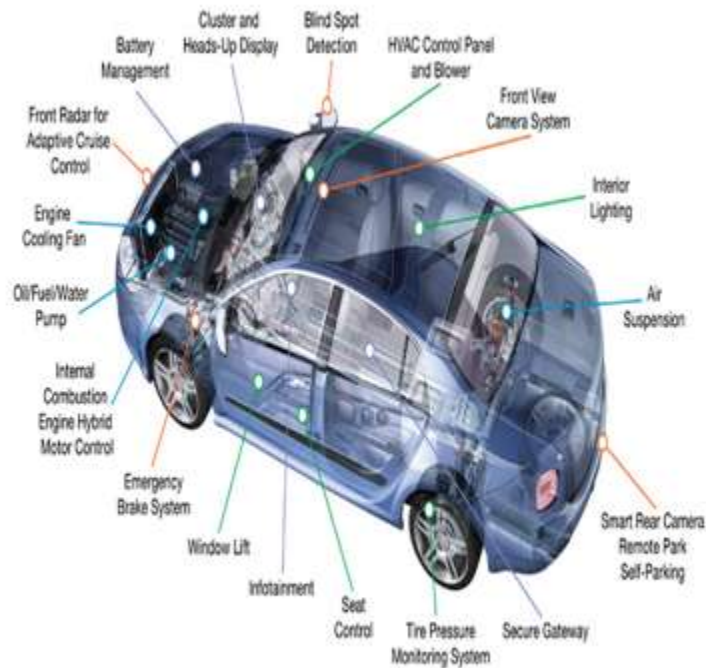
- ☐ Used in design of buildings, automobiles, aircraft, watercraft, spacecraft, computers, textiles & many other products
- ☐ Objects are displayed in wire frame outline form
- ☐ Software packages provide multi-window environment



- Graphics design package provides standard shapes (useful for repeated placements)
- Animations are also used in CAD applications
- Realistic displays of architectural design permits simulated “walk” through the rooms (virtual-reality systems)

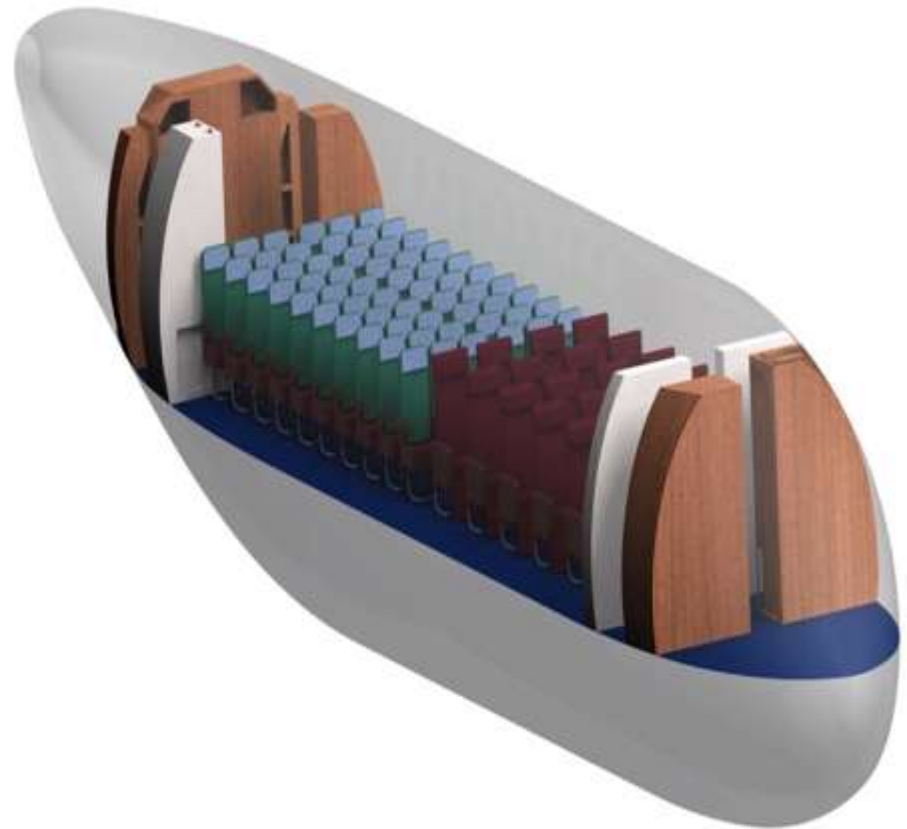


# Auto Mobile




Advanced Driver Assist   Powertrain & Chassis   Body & Comfort   Driver Information & Connectivity

# Air Craft



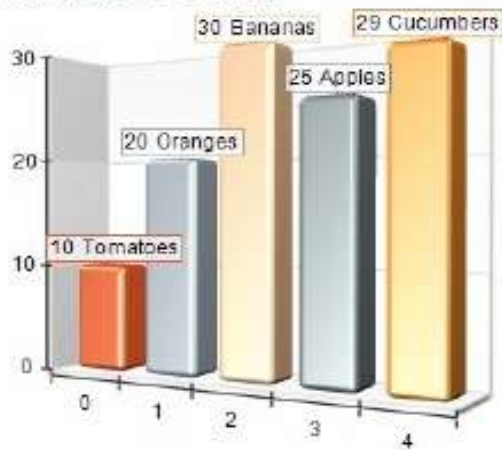


## 2.Presentation Graphics

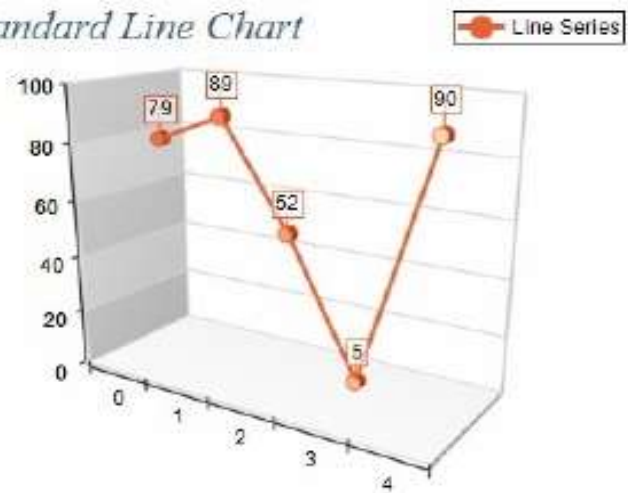
- Used to produce illustrations for reports or generate slides for use with projectors
  - Commonly used to summarize financial, statistical, mathematical, scientific, economic data for research reports, managerial reports & customer information bulletins
  - Examples : Bar charts, line graphs, pie charts, surface graphs, time chart
- 

# Examples of presentation graphics

*Standard Bar Chart*




*Standard Line Chart*





### 3. Computer Art

- Used in fine art & commercial art
    - Includes artist's paintbrush programs, paint packages, CAD packages and animation packages
    - These packages provides facilities for designing object shapes & specifying object motions.
    - Examples : Cartoon drawing, paintings, product advertisements, logo design
- 

## Graphics Tablet

### COMPUTER ART

#### Graphics for Artist



Metacreation Painter



## 4. Entertainment

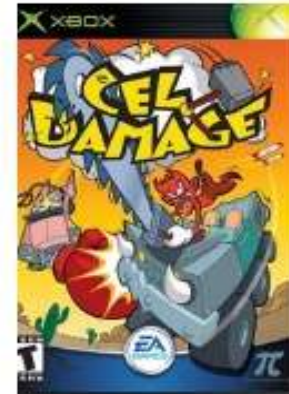
### ■ Movie Industry

- Used in motion pictures, music videos, and television shows.
- Used in making of cartoon animation films




## ■ Game Industry

- Focus on interactivity
- Cost effective solutions
- Avoiding computations and other tricks





## 5. Education & Training

- Computer generated models of physical, financial and economic systems are used as educational aids.
  - Models of physical systems, physiological systems, population trends, or equipment such as color-coded diagram help trainees understand the operation of the system
- 

- Specialized systems used for training applications
  - simulators for practice sessions or training of ship captains
  - aircraft pilots
  - heavy equipment operators
  - air traffic-control personnel

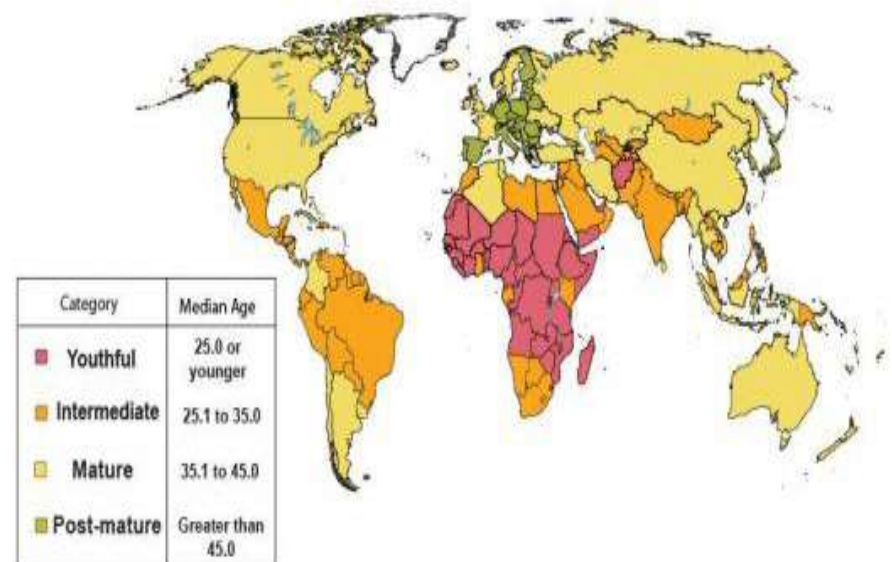


## Physiological System



## Population Trends

2030



## 6. Visualization

- Scientific Visualization

- Producing graphical representations for scientific, engineering, and medical data sets





- ❖ It is concerned with the Visualization of 3- D phenomena (architectural, meteorological, medical, biological)
- ❖ where the emphasis is on realistic renderings of volumes, surfaces,illumination sources

Example : **star formation, molecular rendering.**



Fluid Flow:Surface water in Water

- 
- Business Visualization is used in connection with data sets related to commerce, industry and other non-scientific areas
  - Techniques used- color coding, contour plots, graphs, charts, surface renderings & visualizations of volume interiors.
  - Image processing techniques are combined with computer graphics to produce many of the data visualizations
- 

# Business Visualization

## QUICK STATS

1.523

NEW SIGNUPS

TODAY : 6

THIS WEEK : 12

THIS MONTH : 45

4.993

TOTAL CUSTOMERS

3.383

ACTIVE CUSTOMERS



## NEW SIGNUPS BY CHANNEL



## NEW SIGNUPS BY LOCATION

504

NORTH AMERICA

748

EUROPE

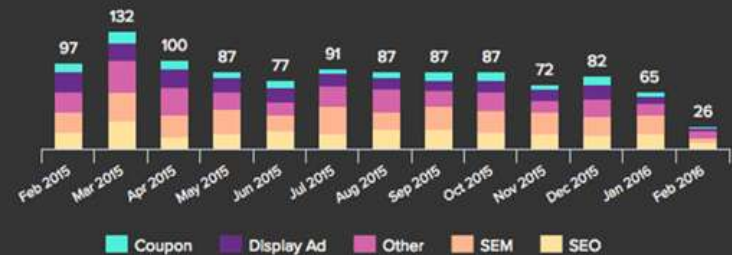
271

AUSTRALIA



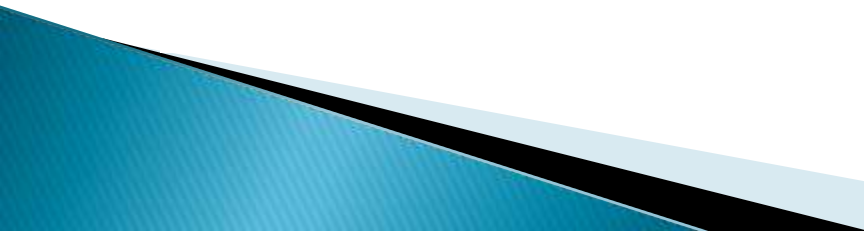
## CUSTOMER RETENTION

of customers signed up



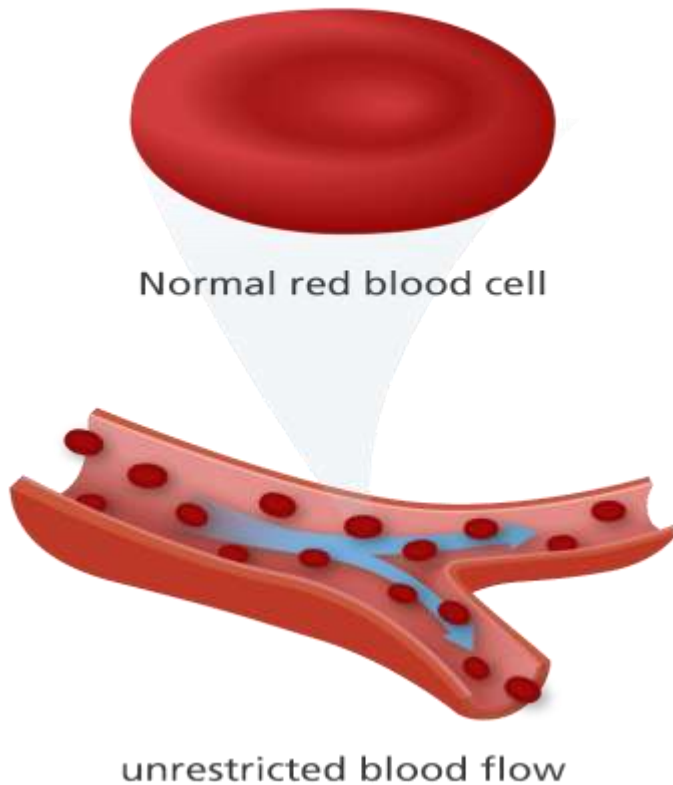


## 7. Image Processing

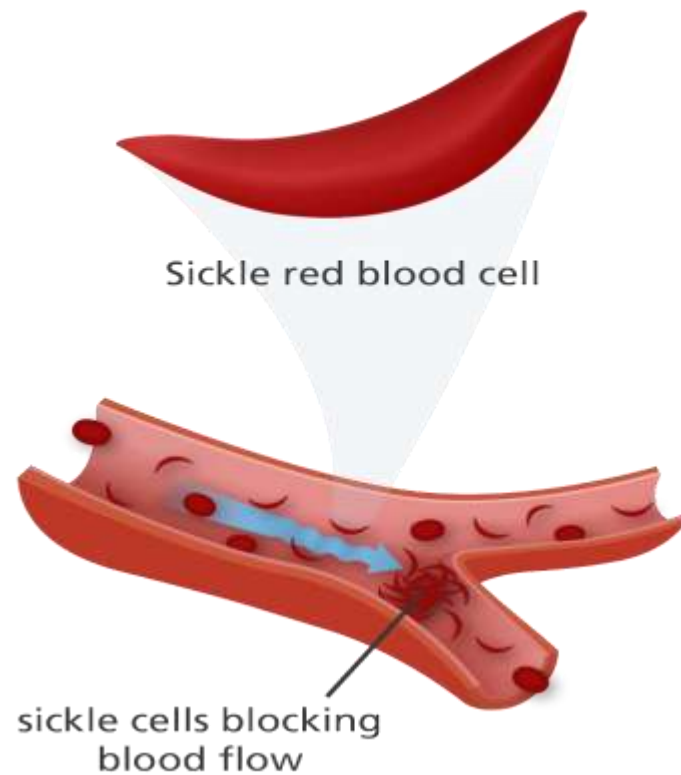
- CG- Computer is used to create a picture
  - Image Processing – applies techniques to modify or interpret existing pictures such as photographs and TV scans
  - Medical applications
    - Picture enhancements
    - Tomography
    - Simulations of operations
    - Ultrasonics & nuclear medicine scanners
  - 2 applications of image processing
    - Improving picture quality
    - Machine perception of visual information (Robotics)
- 



# Application

Healthy

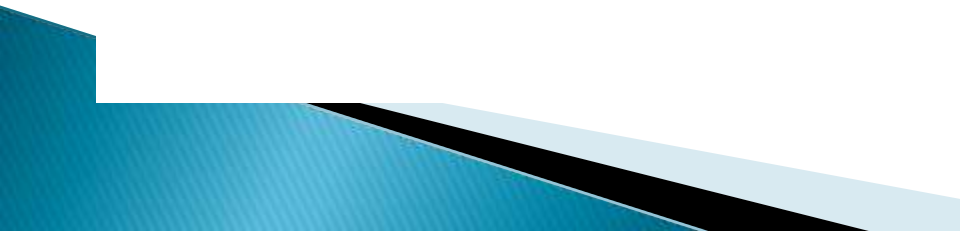


Sickle cell anaemia

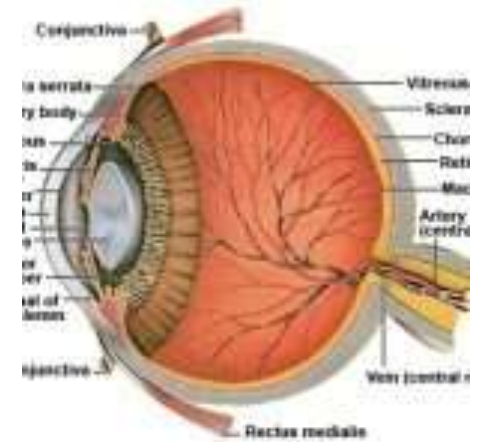




## ■ To apply image processing methods


- ☐ Digitize a photograph (or picture) into an image file
  - ☐ Apply digital methods to rearrange picture parts to
    - enhance color separations
    - Improve quality of shading
  - ☐ Tomography – technique of X-ray photography that allows cross-sectional views of physiological systems to be displayed
  - ☐ Computed X-ray tomography (CT) and position emission tomography ( PET) use projection methods to reconstruct cross sections from digital data
  - ☐ Computer-Aided Surgery is a medical application technique to model and study physical functions to design artificial limbs and to plan & practice surgery
- 

# Tomography






## 8. Graphical User Interfaces

- Major component – Window manager (multiple-window areas)
  - To make a particular window active, click in that window (using an interactive pointing device)
  - Interfaces display – menus & icons
  - Icons – graphical symbol designed to look like the processing option it represents
  - Advantages of icons – less screen space, easily understood
  - Menus contain lists of textual descriptions & icons
- 



# Graphics packages

- A set of libraries that provide programmatically access to some kind of graphics 2D functions.
  - Types
    - GKS-Graphics Kernel System – first graphics package – accepted by ISO & ANSI
    - PHIGS (Programmer's Hierarchical Interactive Graphics Standard)-accepted by ISO & ANSI
    - PHIGS + (Expanded package)
    - Silicon Graphics GL (Graphics Library)
    - Open GL
    - Pixar Render Man interface
    - Postscript interpreters
    - Painting, drawing, design packages
- 

**THANK YOU**