Scan Conversion

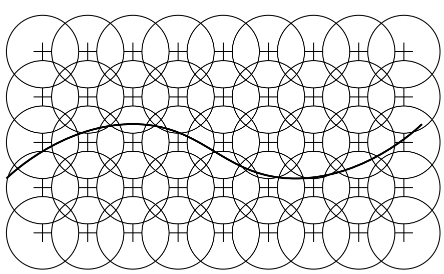
Lines and circles

- **Scan conversion = sampling**
- **Representations of curves and lines**
- **Line drawing algorithms**
  - **DDA**
  - **Bresenham's algorithm**
- **Antialiasing**
- **Circle drawing algorithms**

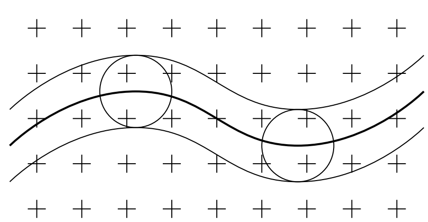
Polygons (next lecture)

Scan Conversion as Sampling

What pixels should be drawn to represent a curve?



Overlap



Sweep

Shape convolution

$$(\text{impulse} \otimes \text{pixel}) \times \text{region} = \text{impulse} \times (\text{pixel} \otimes \text{region})$$

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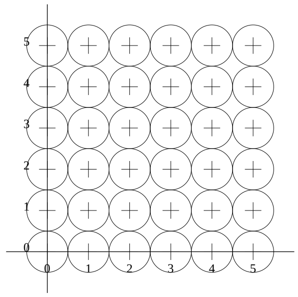
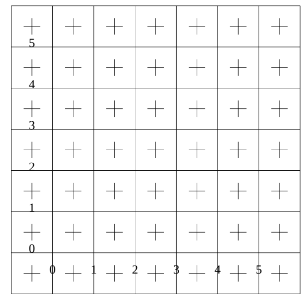
Pixel Conventions





Pixel Spot Function **Graph Paper**

Mathematical Curves

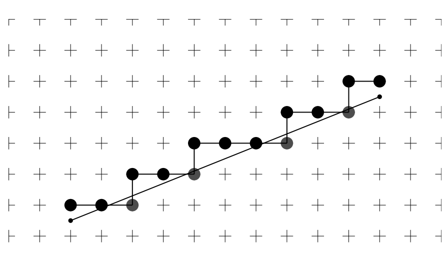
	Parametric Equation	Implicit Equation
General	$(x(t), y(t))$	$f(x,y) = \begin{cases} <0 & \text{inside} \\ =0 & \text{on} \\ >0 & \text{outside} \end{cases}$
Line	$x(t) = x_1 + t(x_2 - x_1)$ $y(t) = y_1 + t(y_2 - y_1)$	$f(x,y) = ax + by + c$
Circle	$x(t) = x_c + r\cos 2\pi t$ $y(t) = y_c + r\sin 2\pi t$	$f(x,y) = (x - x_c)^2 + (y - y_c)^2 - r^2$

DDA

```
line(int x1, int y1, int x2, int y2)
{
  int dx = x2-x1, dy = y2-y1;
  int n = max(abs(dx),abs(dy));
  float dt = 1./n, dxdt = dx/dt, dydt = dy/dt;

  x = x1;
  y = y1;
  while( n-- ) {
    point(round(x),round(y));
    x += dxdt;
    y += dydt;
  }
}
```

DDA = Digital Differential Analyzer
= finite differences

Tracing a Line



```
while( n-- ) {
  point(x,y);
  move right;
  if( below line )
    move up;
```

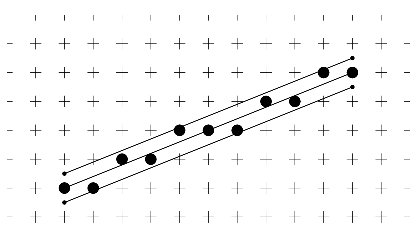
Bresenham's Algorithm

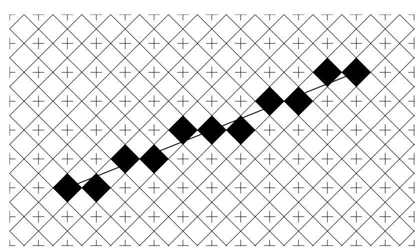
```
vect(int x, int y, int n,
     value a, value b, value c)
{
  value e;
  c = 2*c+b; a = 2*a; b = 2*b;
  e = ax+by+c;

  while( n-- ) {
    point(x,y);
    x += 1; e += a;
    if( e < 0 ) {
      y += 1; e += b;
    }
  }
}
```

CS248 Lecture 7

Bresenham Pixels

4- vs. 8-connected





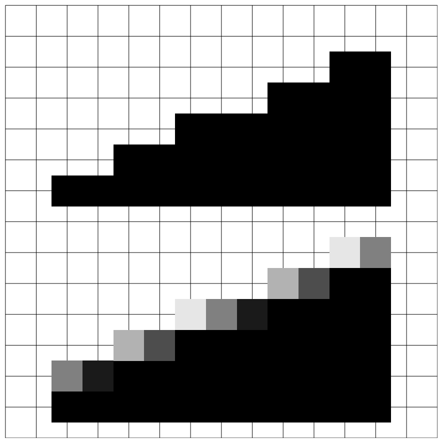
$$d_{\uparrow} = \frac{e}{2b}$$

$$0 \le e < 2b$$
$$0 \le d_{\uparrow} < 1$$

$$d_{\perp} = d_{\uparrow} \cos\theta = \frac{e}{2b} \frac{b}{\sqrt{a^2 + b^2}}$$

CS248 Lecture 7

Jaggy vs. Smooth Lines



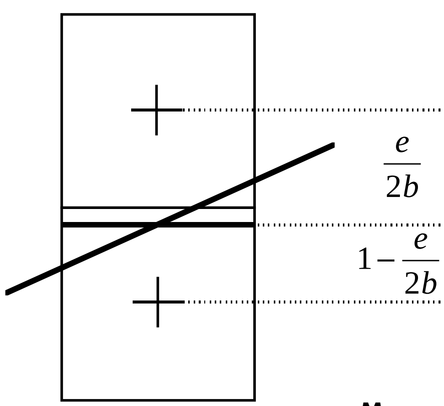
Trade-off

- **Intensity resolution**
- **Spatial resolution**

Prefiltering

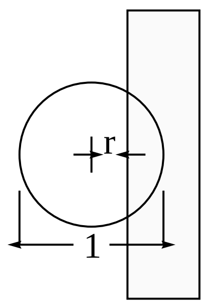
- **Area average**
- **Coverage**

Square Pixel Filter



More generally, compute areas...

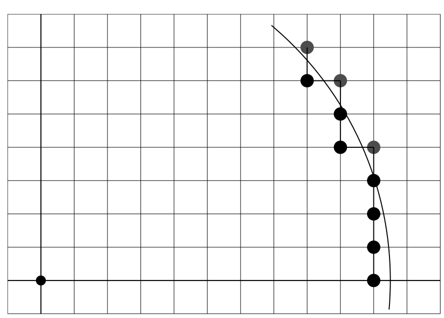
Circular Pixel Filter



$$A(r) = \frac{4}{\pi}\int_{-\frac{1}{2}}^{r} \sqrt{1-4x^2}\, dx$$
$$= \frac{1}{2} + \frac{1}{\pi}\left(2r\sqrt{1-4r^2} + \sin^{-1} 2r\right)$$

- Store A in table
- Combine with filter function

Circle Drawing



```
while( n-- ) {
  point(x,y);
  move up;
  if( outside circle )
    move left;
```

Sector

```
sector(int r)
{
  int x = r;
  int y = 0;
  e = -r;

  while( x > y ) {
    point(x,y);
    y += 1; e += 2*y+1;
    if( e >= 0 ) {
      x -= 1; e += 2*x+2;
    }
  }
}
```

$$f(x,y) = (x-\frac{1}{2})^2 + y^2 - r^2 = 0$$

$$\begin{aligned} f(x,y+1) - f(x,y) &= (y+1)^2 - y^2 \\ &= 2y+1 \\ f(x-1,y) - f(x,y) &= (x-\frac{3}{2})^2 - (x-\frac{1}{2})^2 \\ &= -2x+2 \end{aligned}$$