Graphics Algorithms for Drawing 2D Primitives– Review
Scan-conversion Algorithms

- Basic Line Algorithm
- Basic Incremental (Optimized) Algorithm
- Bresenham Algorithm
- Double-step (Extended Bresenham) Algorithm
• Clipping Algorithms
  ◦ Brute-force approach
  ◦ Cohen-Sutherland Algorithm
  ◦ Sutherland-Hodgman Algorithm
• Anti-aliasing Algorithms
  ◦ Unweighted Area Sampling
  ◦ Weighted Area Sampling
• Additional Information
  ◦ Raster graphics
  ◦ Vector graphics
  ◦ Bezier curves
Questions/comments/Anyone want to be a TA?

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