Towards Curves

Shape types

Curve definition

Named vs. Freeform

Intuitions w/ line segments

parameter
continuity
arc length
LINE DRAWING
  1 pixel per row/column

Triangles
  Scan Conversion - span filling
  Barycentric Coordinates (normalized)
    triangles / interpolation - edge example
    usefulness of interpolation
    non-triangles
  Graphics Hardware

Aliasing
  1. Binary
  2. Discrete
    - show w/ point
    0 float position - unit square
  1. Areal Coverage (blend, order dependence)
  2. Super Sample (downsample)
  3. Multi-Sample