

Towards Curves

Shape types

Curve definition

Named vs. Freeform

Intuitions w/ line segments

parameter

continuity

arc length

10/1

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
③ float position - unit square

- ① Areal Coverage (blend, order dependence)
- ② Super Sample (downsample)
- ③ Multi-Sample