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OVERVIEW OF GRAPHICS SYSTEM

1. INTRODUCTION TO COMPUTER GRAPHICS?

- It is the use of computer to define, store, interrogate and present pictorial output.
- Using a computer as a rendering tool for the generation (from models) and manipulation of images is called computer graphics. More precisely: image synthesis.
- · Computer Graphics involves display, manipulation and storage of picture and experimental data for proper visualization using computer.
- Difference between CG, Image Processing and Computer Vision:
 - ✓ Computer Graphics:

lt is about drawing things on the screen with pixels, using mathematics and physics (trigonometry, lighting, shading, curvature, etc) to give the impression of objects to a human viewer.

The output requirements can be simple (eg games), or complex (eg realistic rendition for movies.)

Image Processing:

Image Processing is about taking a digital input (black and white photo or colour photo or scanned image or xerox copy etc) and using mathematics and physics (trigonometry, lighting, shading, curvature, etc) to extract details of objects in that input.

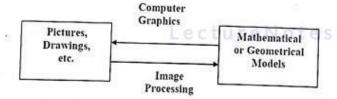
The output requirements can be simple eg finding lines or detecting colours (which can be for non-AI purposes) or complex eg finding faces or detecting emotions (which can be for AI purposes).

- Computer Vision:
- Computer Vision is concerned with the interpretation of video and images. Computer vision takes an incoming image (or series of images) and uses it to create new, non-image information.

Key examples are:

- Creating a 3D model from a video.
- Identifying lines and structures from building photos.
- ☐ Locating and identifying faces (or license plates, or street signs, or...) in random imagery.

Computer Vision is generally used to analyse and pull semantic content from video and images of the real world.



Goal of CG:

- Generate synthetic images (image created by software)
- Do it in a practical way and scientifically sound.
- In real time?

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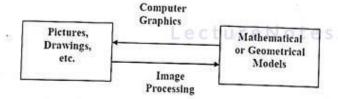
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