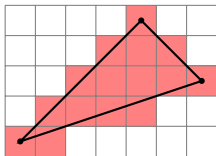


# Line Rasterization

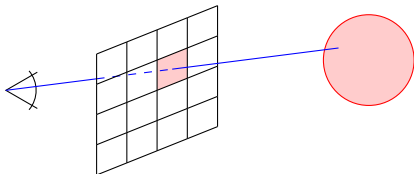
University of California Riverside

# Raster Image

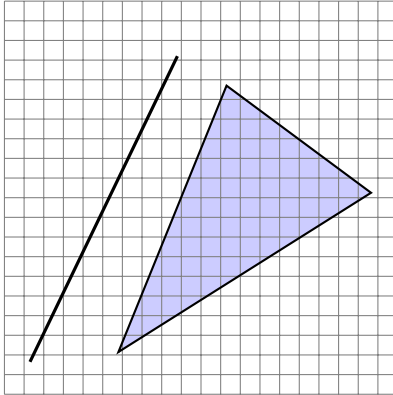
- Object oriented
  - for each object...



- Image oriented
  - for each pixel...



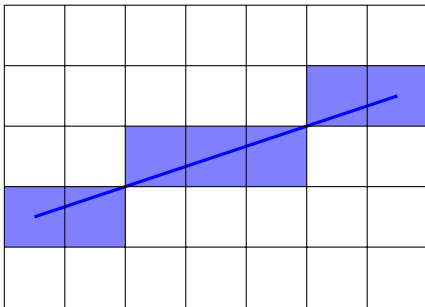
## What is rasterization?



Rasterization is the process of determining which pixels are “covered” by the primitive

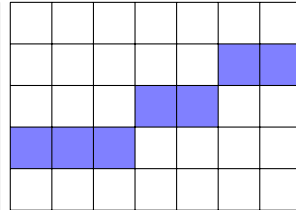
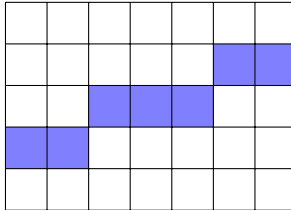
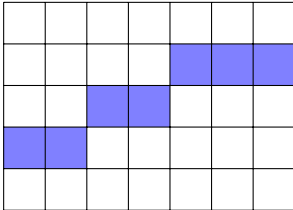
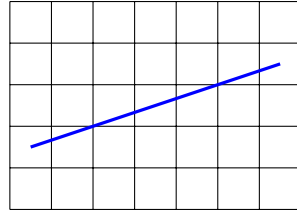
## Rasterization

- In: 2D primitives (floating point)
- Out: covered pixels (integer)
- Must be fast (called **many times**)
- Visually pleasing
  - lines have constant width
  - lines have no gaps



# Rasterization choices

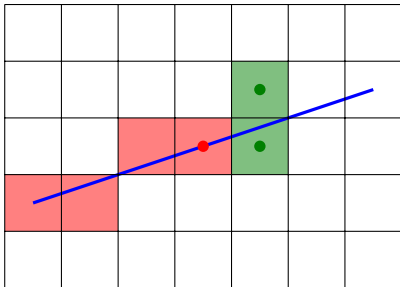
- Thin, no gaps
- Still have choices



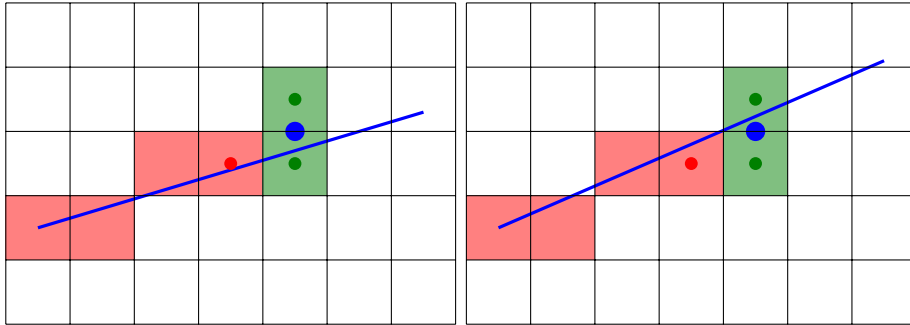
# Midpoint algorithm

- Assume  $0 \leq m \leq 1$
- Move from left to right
- Choose between  $(x + 1, y)$  and  $(x + 1, y + 1)$

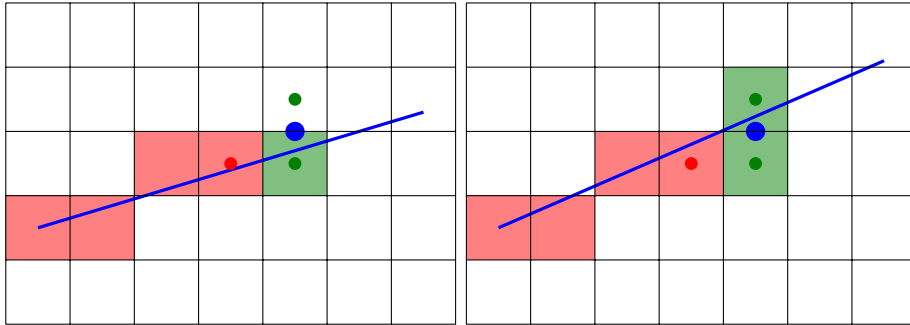
```
y = y0  
for x = x0, ..., x1 do  
  draw(x, y)  
  if <condition> then  
    y ← y + 1
```



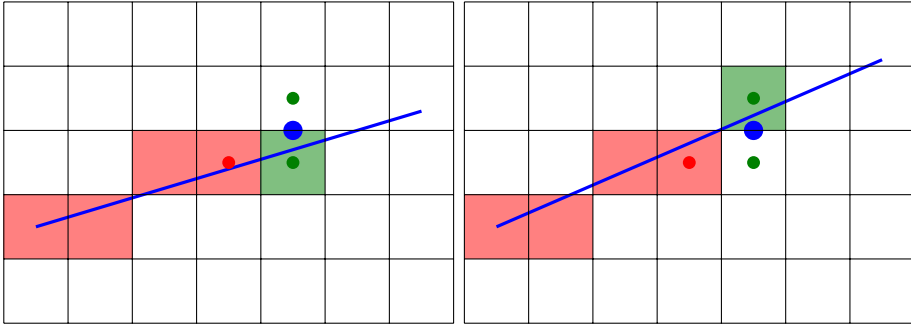
## Check midpoint location



## Check midpoint location



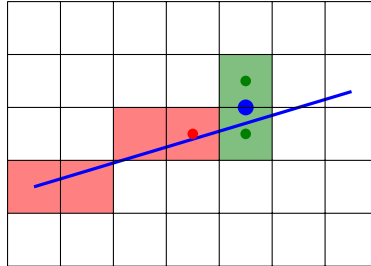
## Check midpoint location



# Criterion

Implicit line equation:

$$f(\mathbf{x}) = \mathbf{n} \cdot (\mathbf{x} - \mathbf{x}_0) = 0$$



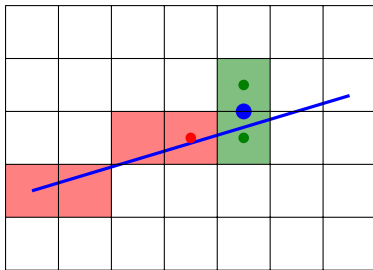
# Criterion

Implicit line equation:

$$f(\mathbf{x}) = \mathbf{n} \cdot (\mathbf{x} - \mathbf{x}_0) = 0$$

Evaluate  $f$  at midpoint:

$$f\left(x + 1, y + \frac{1}{2}\right) \stackrel{?}{<} 0$$



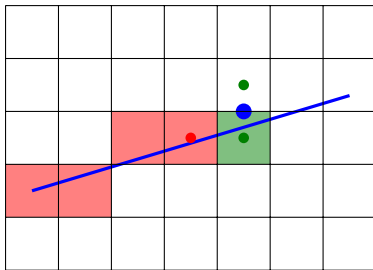
# Criterion

Implicit line equation:

$$f(\mathbf{x}) = \mathbf{n} \cdot (\mathbf{x} - \mathbf{x}_0) = 0$$

Evaluate  $f$  at midpoint:

$$f\left(x + 1, y + \frac{1}{2}\right) < 0$$



## Midpoint algorithm ( $0 \leq m \leq 1$ )

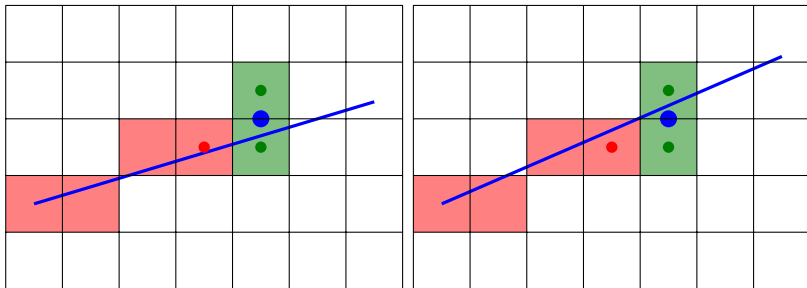
$y \leftarrow y_0$

**for**  $x = x_0, \dots, x_1$  **do**

  draw( $x, y$ )

**if**  $f(x + 1, y + \frac{1}{2}) < 0$  **then**

$y \leftarrow y + 1$



## Efficiency: incremental update

- Compute initial  $f(x, y)$
- Compute next by updating previous
- Update with *one* addition

$$f(x, y) = (y_0 - y_1)x + (x_1 - x_0)y + (x_0y_1 - x_1y_0)$$

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$$f(x + 1, y) = f(x, y) + (y_0 - y_1)$$

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- Compute initial  $f(x, y)$
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$$f(x + 1, y) = f(x, y) + (y_0 - y_1)$$

$$f(x + 1, y + 1) = f(x, y) + (y_0 - y_1) + (x_1 - x_0)$$

## Efficiency: incremental update

$y \leftarrow y_0$

$d \leftarrow f(x_0 + 1, y_0 + \frac{1}{2})$

**for**  $x = x_0, \dots, x_1$  **do**

draw( $x, y$ )

**if**  $d < 0$  **then**

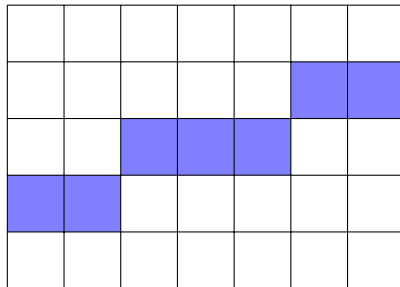
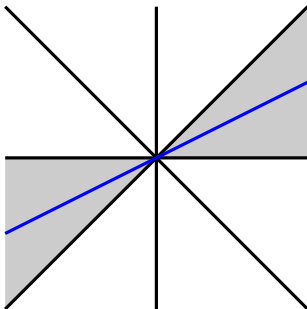
$y \leftarrow y + 1$

$d \leftarrow d + (y_0 - y_1) + (x_1 - x_0)$

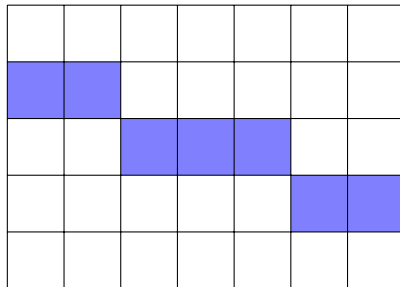
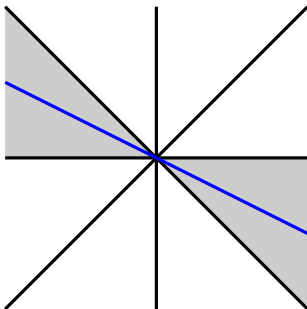
**else**

$d \leftarrow d + (y_0 - y_1)$

Other cases:  $0 \leq m \leq 1$



Other cases:  $-1 \leq m \leq 0$



Other cases:  $|m| > 1$

