Tutorials this week

- Linear algebra and all that jazz
  - Matrices
  - Vectors

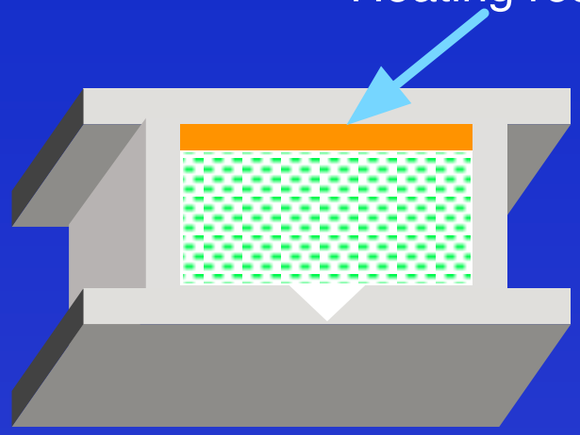
- Can be missed if your maths is OK...
  - Might still be useful as a refresher though...

Hardware for graphics

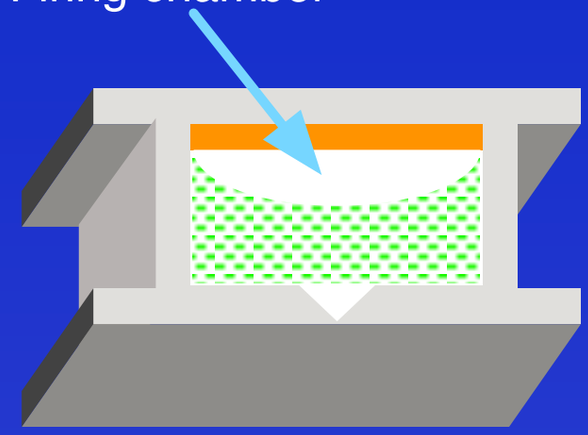
- Printers
  - Inkjet, laser
- Screens
  - CRT (!), LCD, plasma, projectors
- Emerging technology
  - 3D: headsets, glasses, ...
- Graphics architecture

A rather large printer

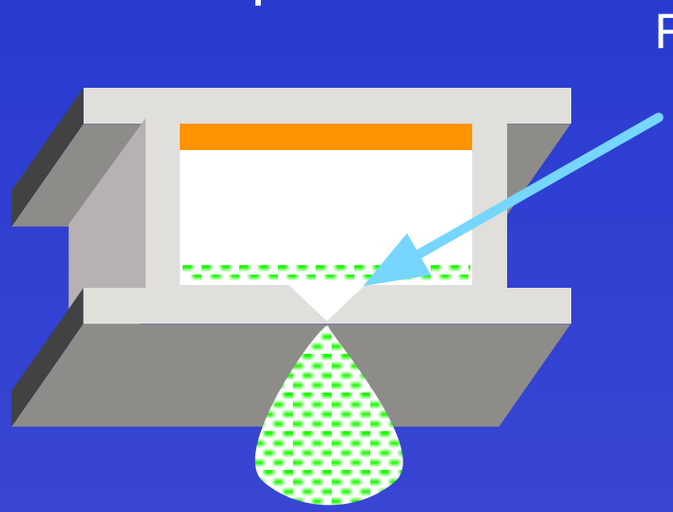
Inkjet printer operation



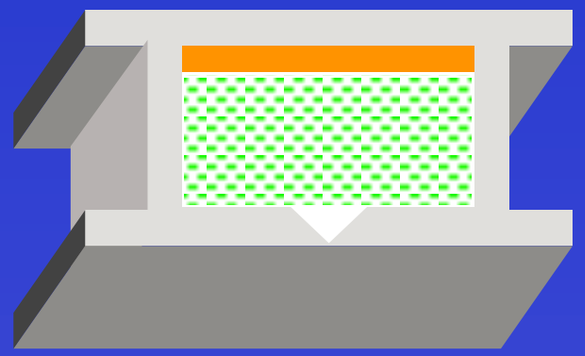
Ink is heated and starts to vapourise



Pressure creates a bubble

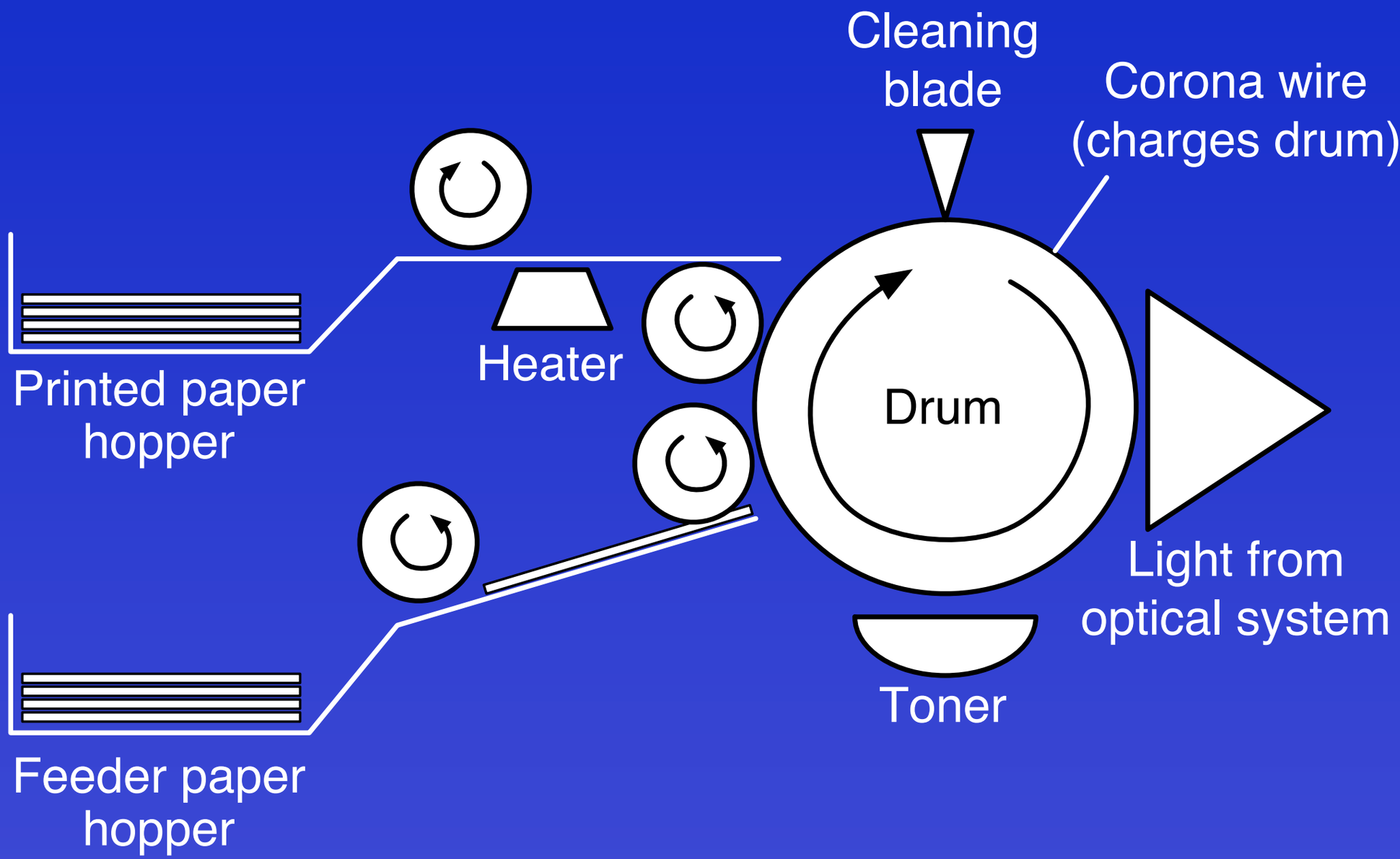


Bubble bursts and ink is forced out onto paper

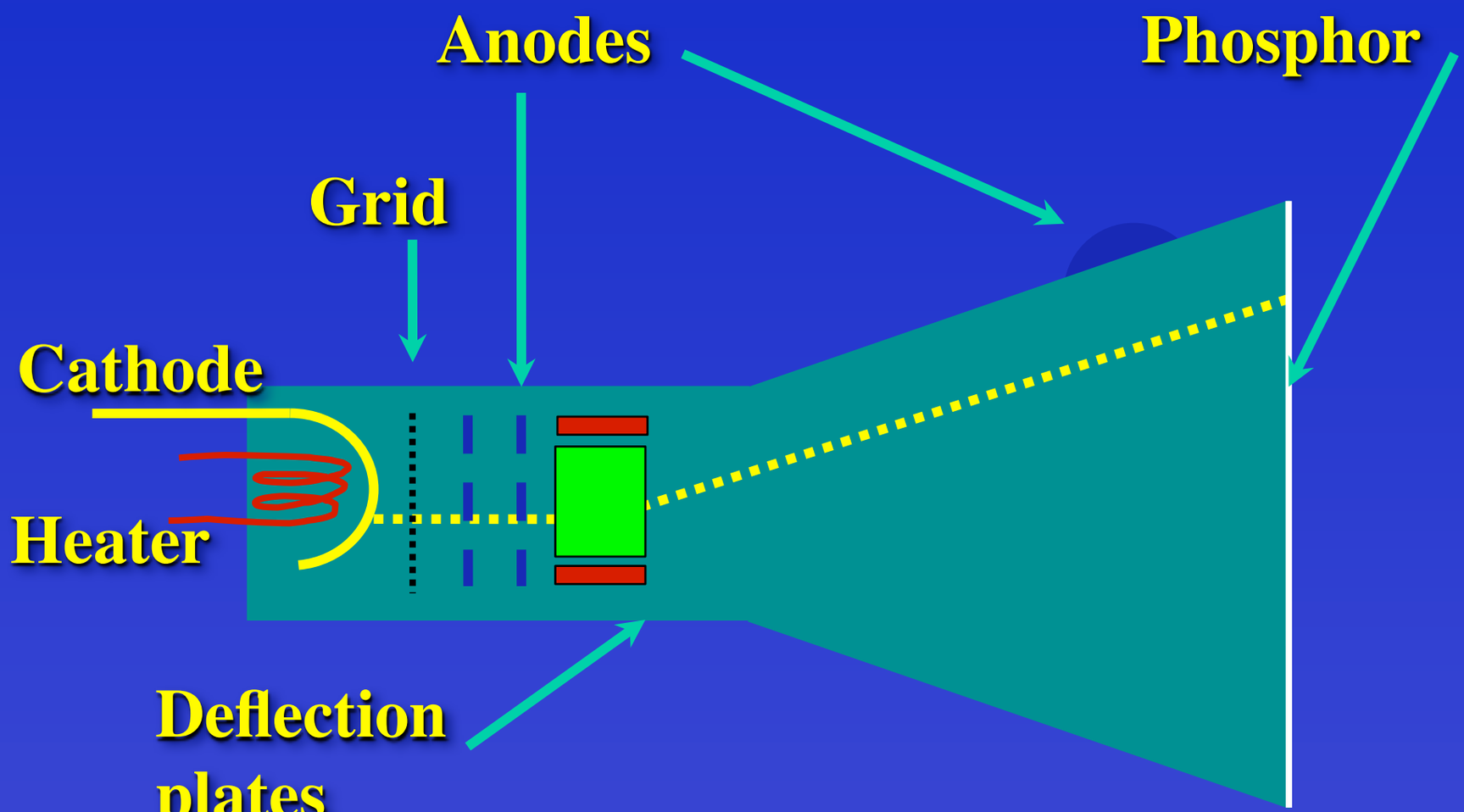


A vacuum is produced as chamber cools and ink is drawn in

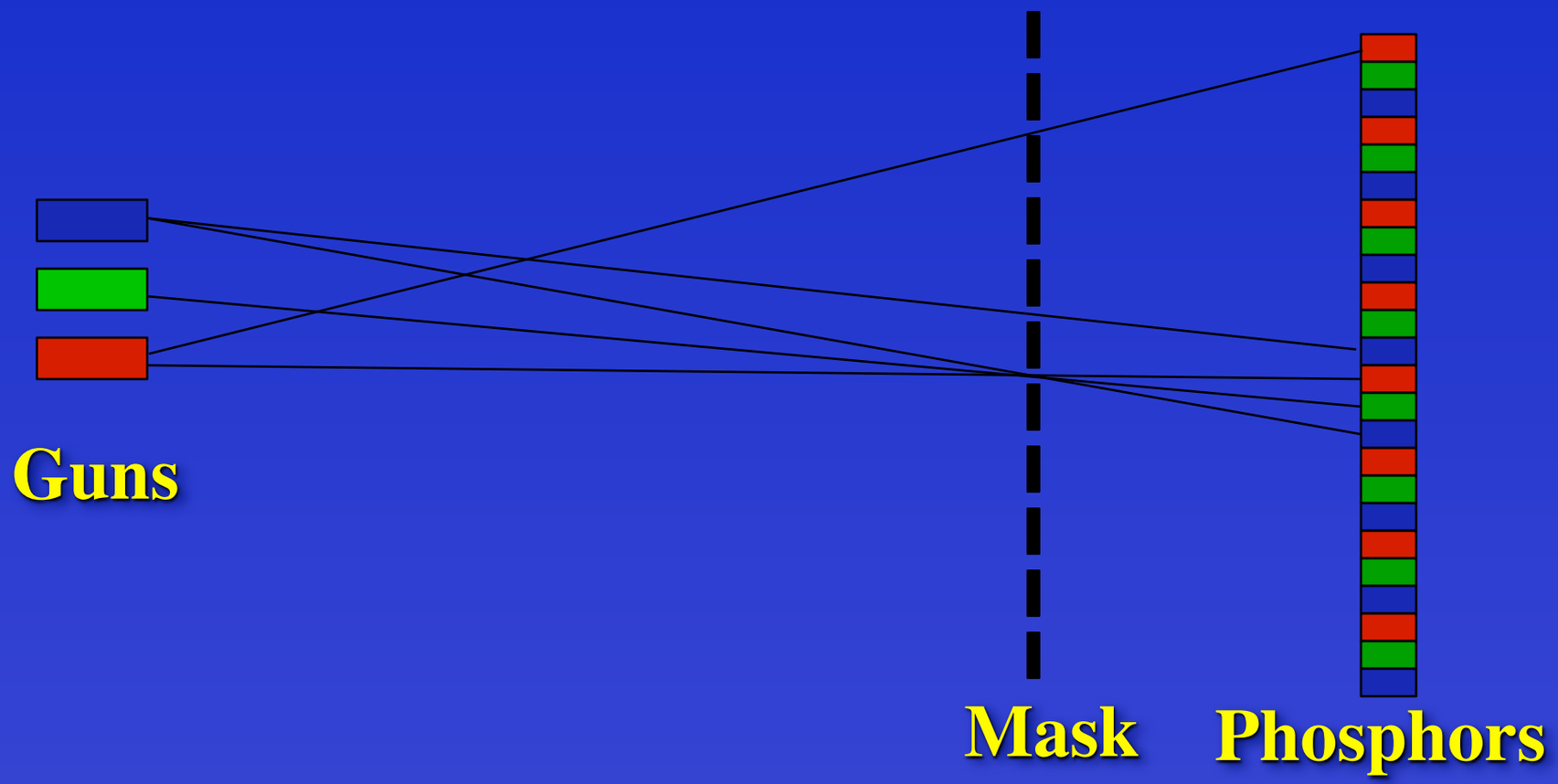
Laser printer operation



The Cathode Ray Tube

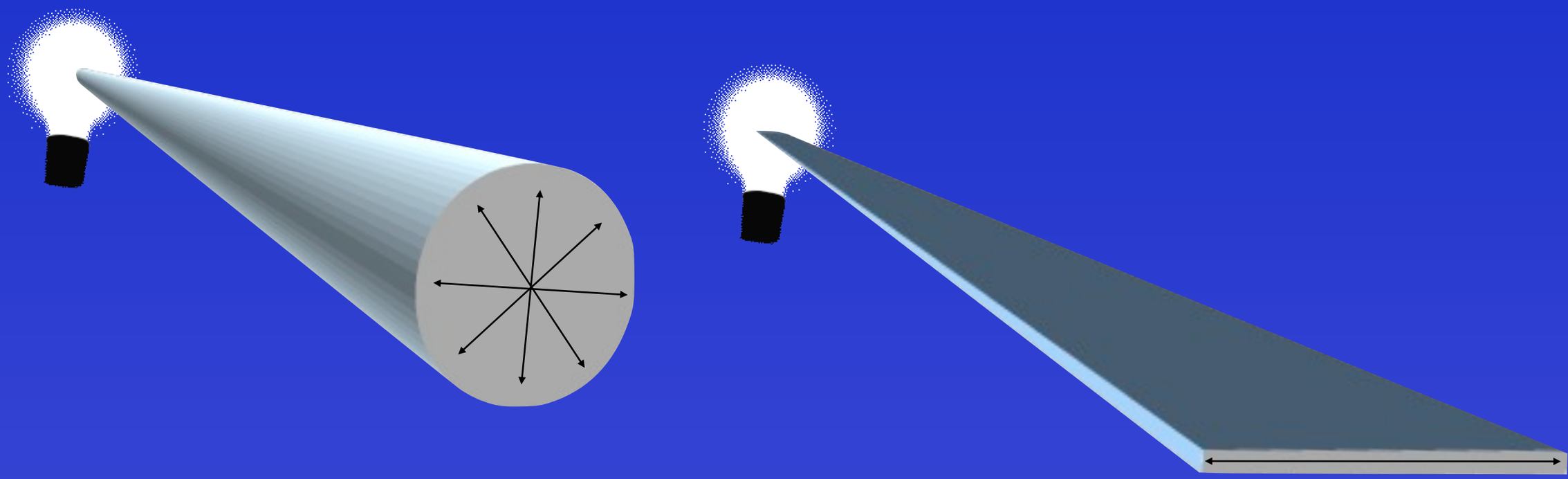


Colour CRT principle



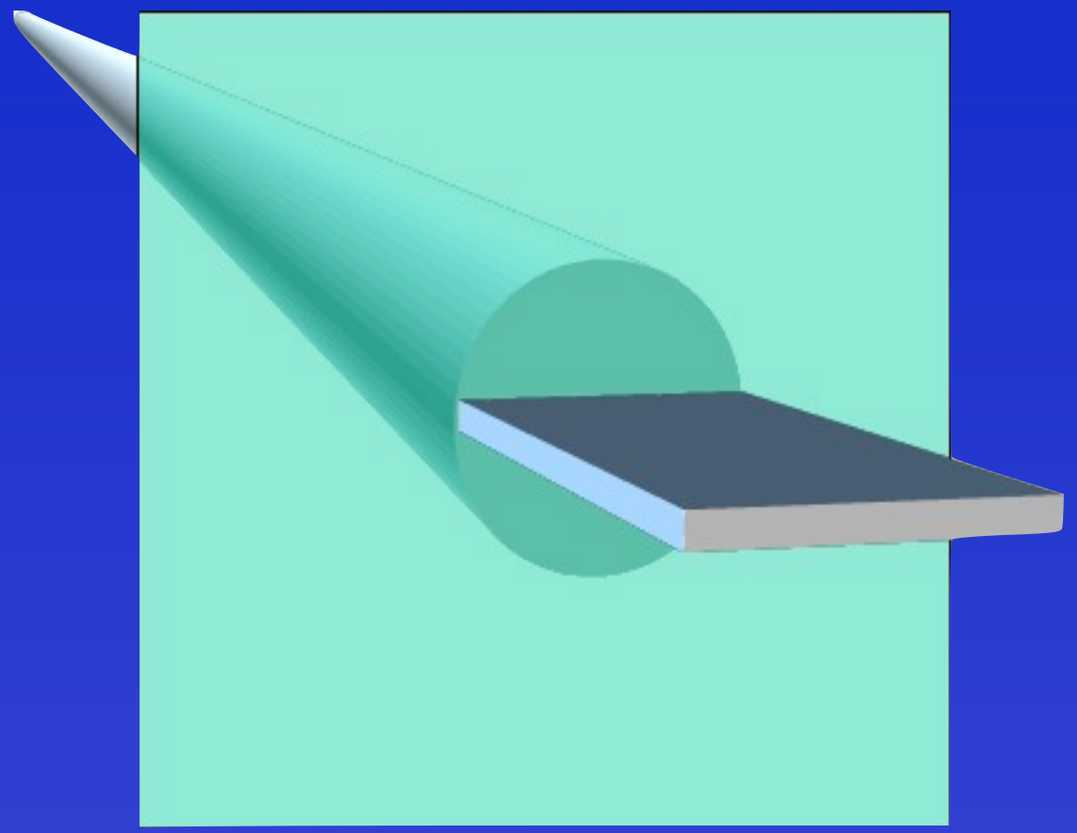
Liquid Crystal Displays

- Polarised Light



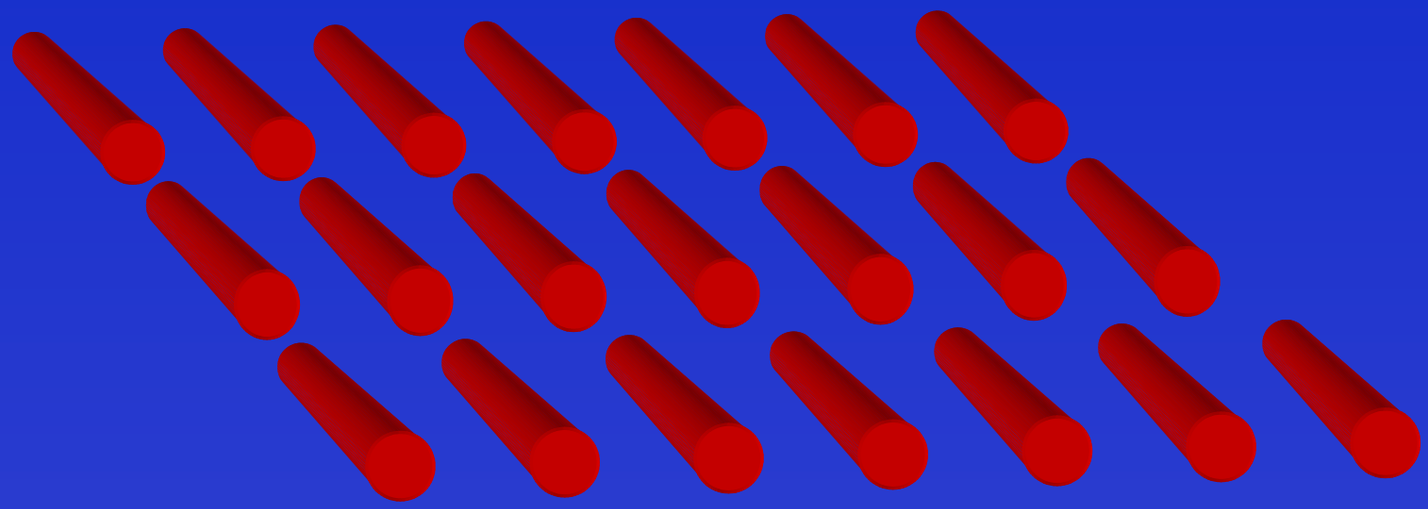
- Oscillates in only one plane

Polaroid filter



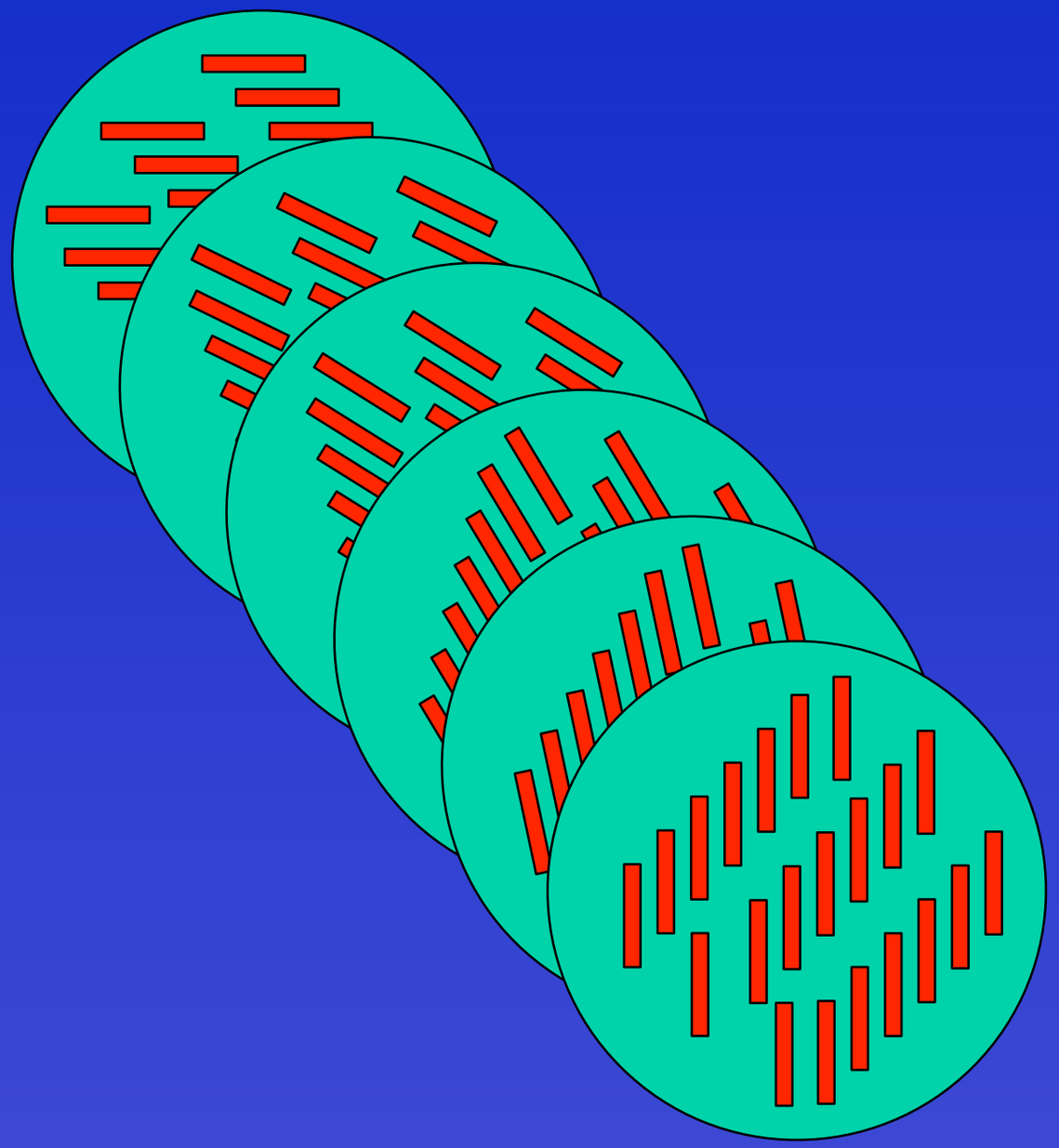
- Only lets one plane through

Liquid Crystal elements



- Lie aligned in each plane

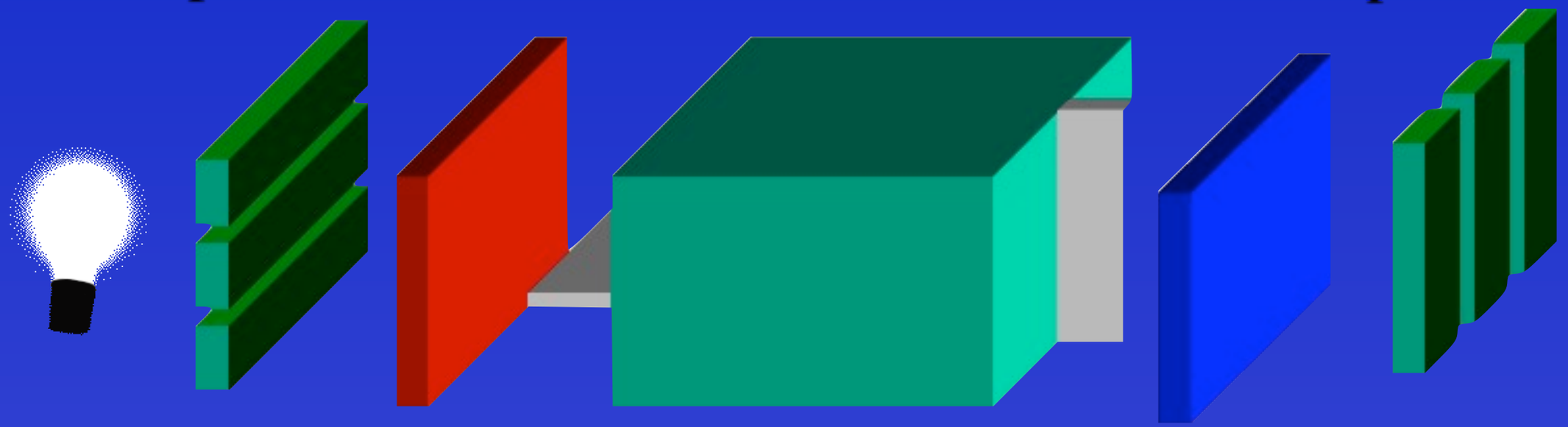
Each layer twists a bit more.



Current off: light twists

Horizontal polarizer

Vertical polarizer



Segment electrode

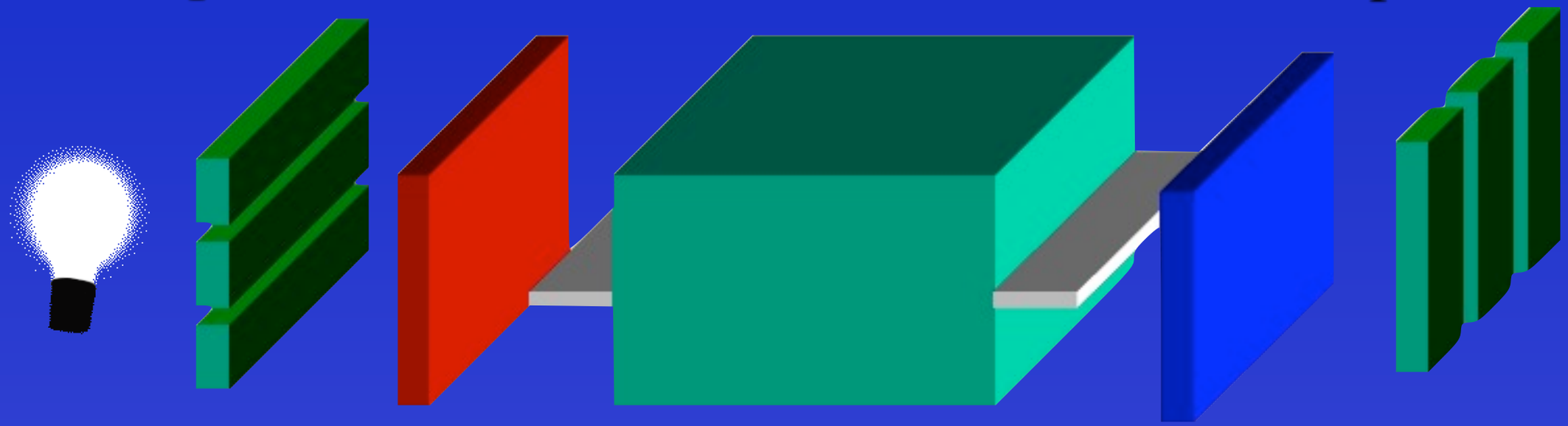
Liquid crystal

Common electrode

Current on: no twist

Horizontal polarizer

Vertical polarizer



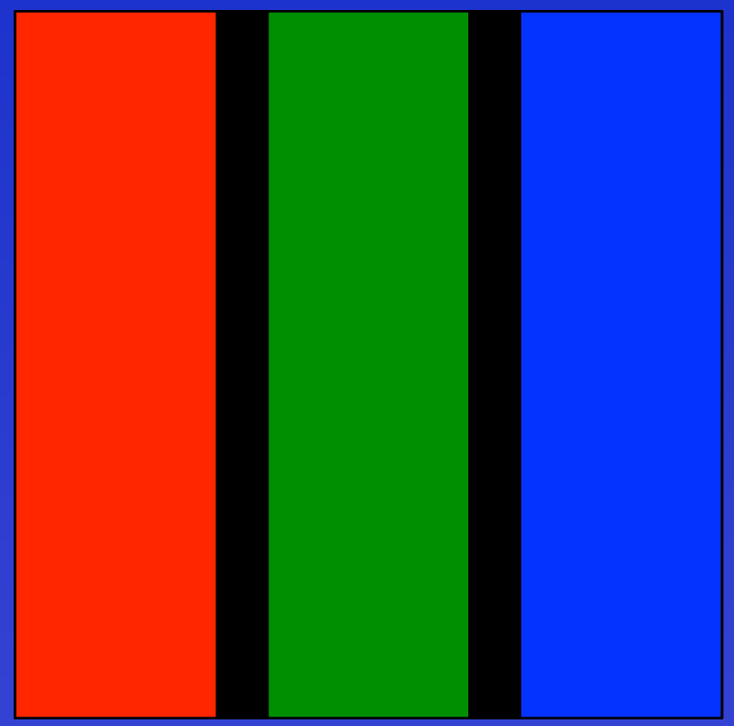
Segment electrode

Liquid crystal

Common electrode

Colour LCD

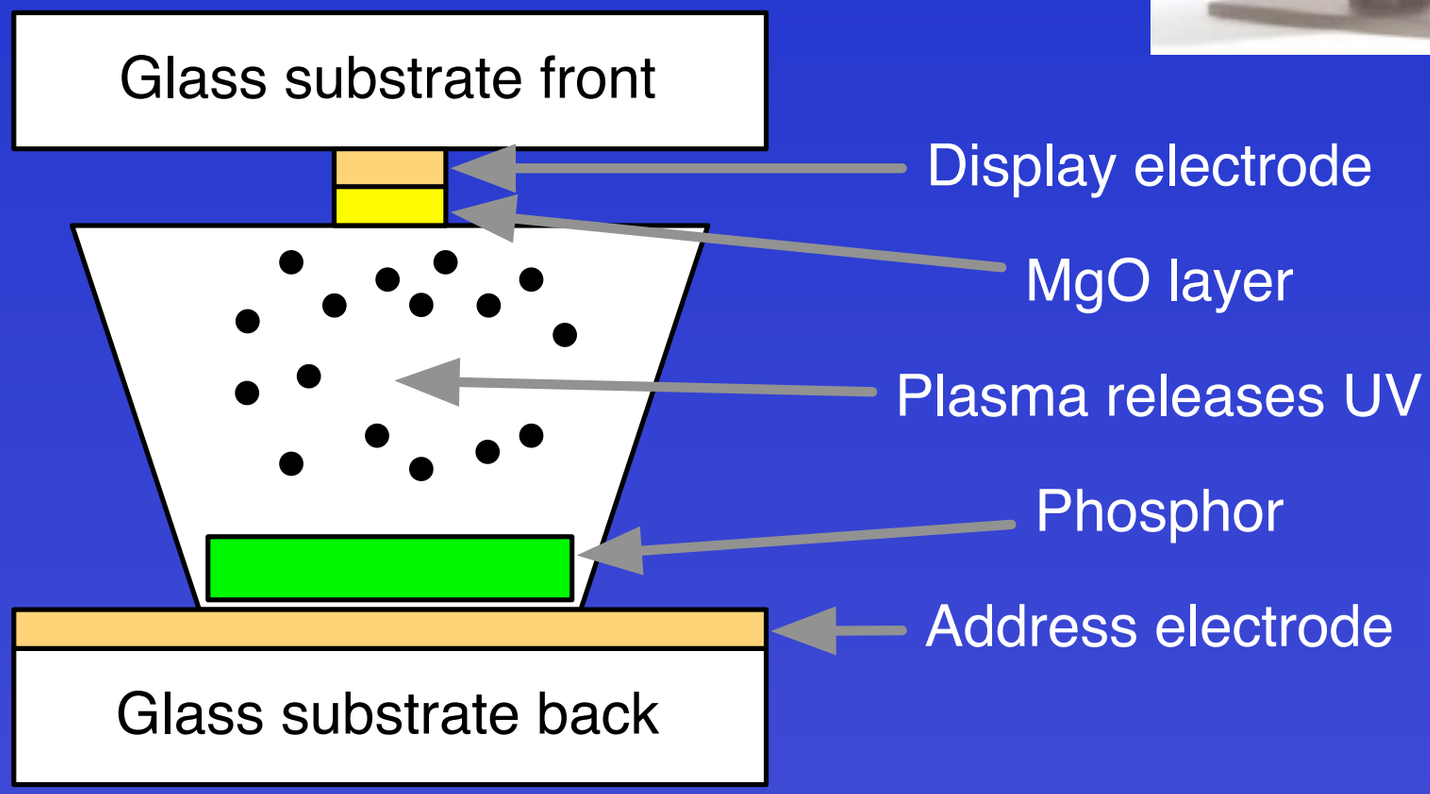
- Each pixel uses three (sub-pixel) elements
  - What is their arrangement?



- How are they addressed?
  - Passive grid
  - Active matrix (TFT)

Plasma displays

- Lots of mini CRTs?
  - Well... sort of...



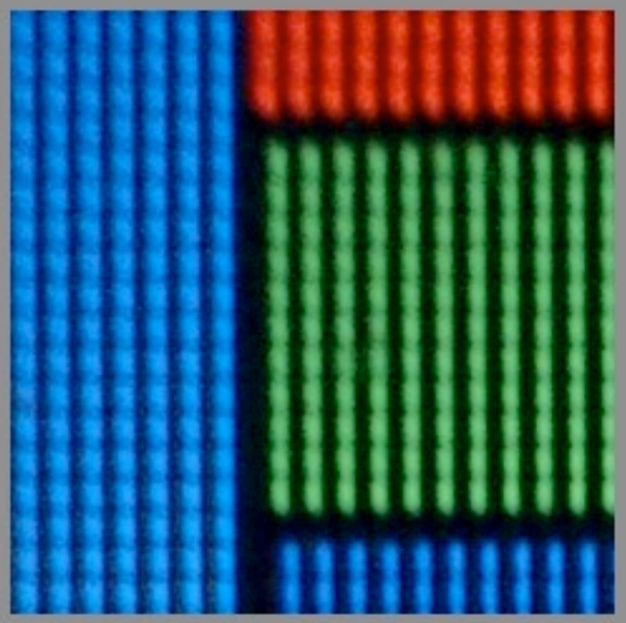
Projectors

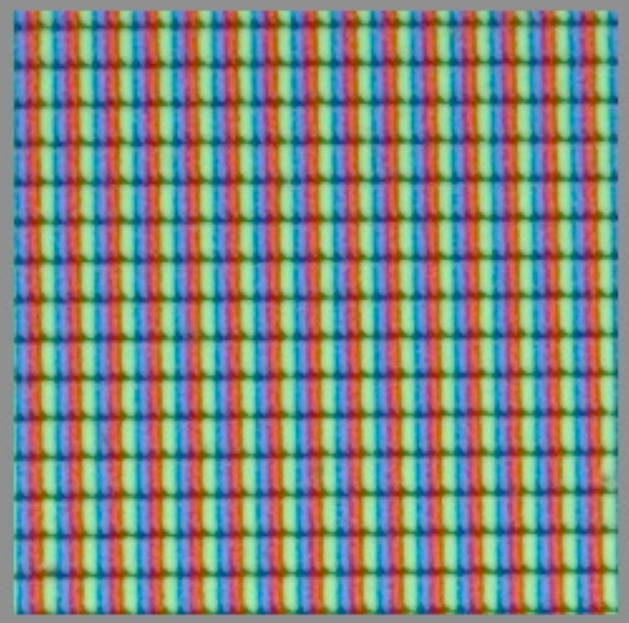
- "Three gun" projectors
  - Built using CRT technology
- LCD projectors
  - Often different colour path from flat-screens
- DLP projectors
  - Uses micro-mirrors (3 chips or colour wheel)

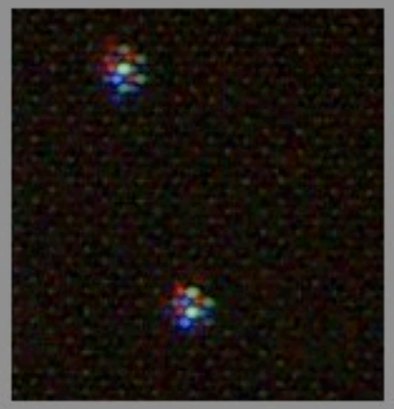
Jargon: pixels

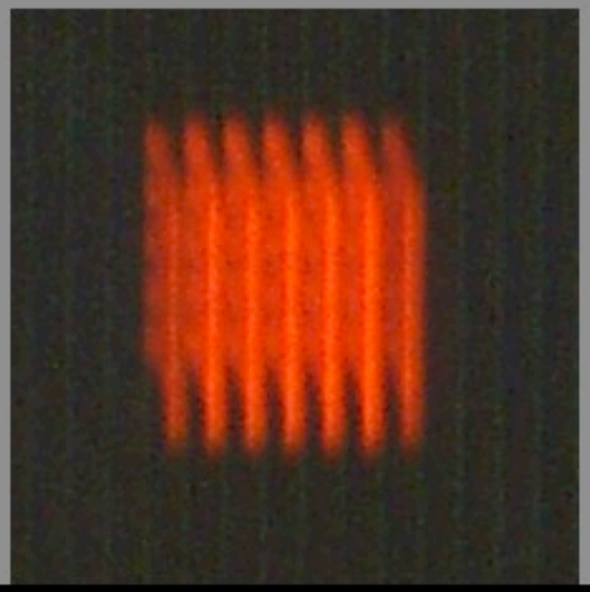
- What is a ‘pixel’?
- Pixel = Picture Element

- What is an alternative to using pixels?
- **Key distinction**! Vector versus raster
  - Displays, printers, file formats
  - e.g. PDF/SVG/EMF/PS vs TIFF/PNG/JPEG

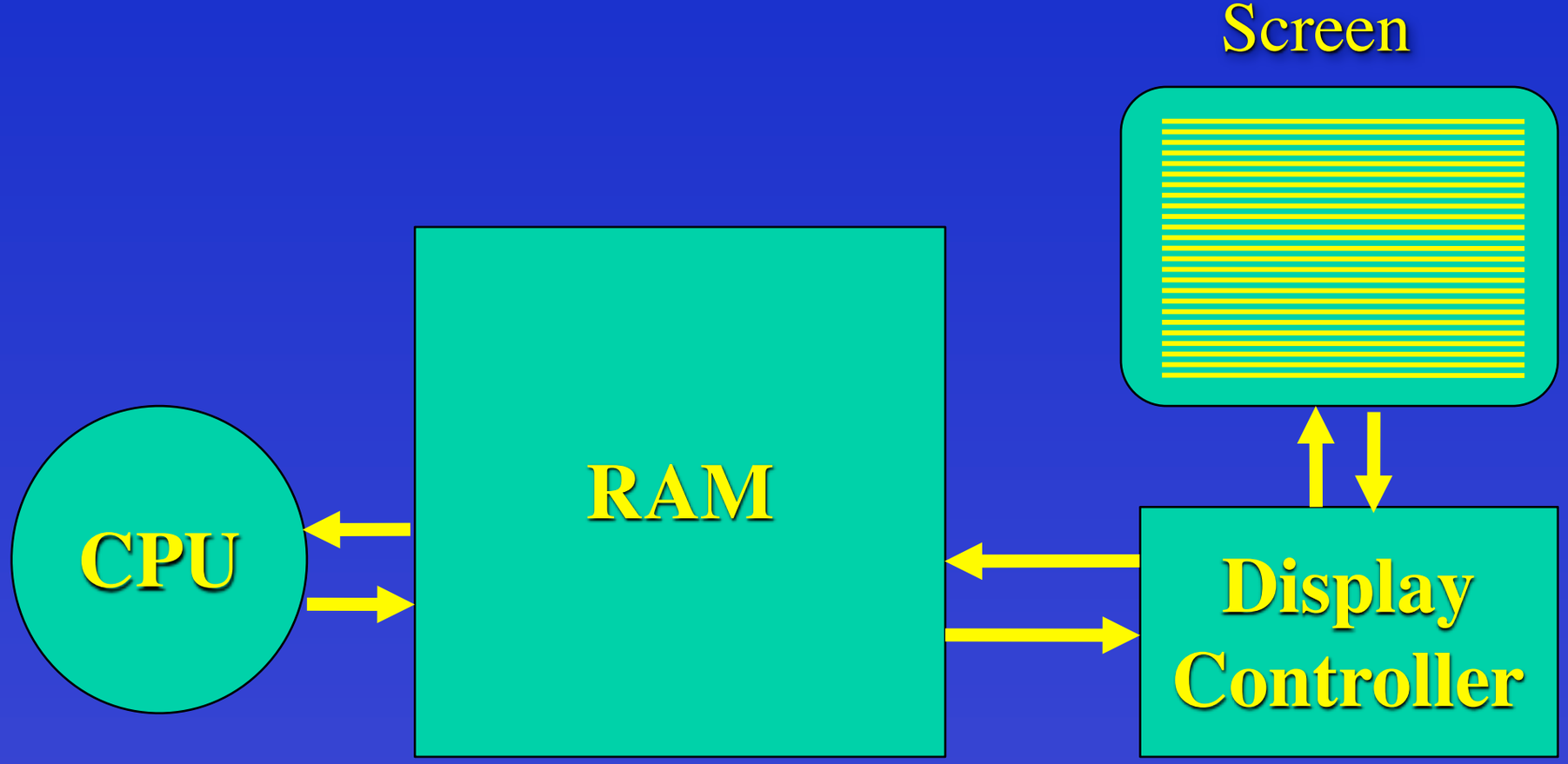








Typical raster graphics architecture



Pixels in RAM

- Do pixels have to reside in RAM at all?
  - Character-based terminals (RAM+ROM)
  - Hardware overlays
- Today: 24-bit or 32-bit graphics (why?)
- In the past things weren't so easy!