Appearance

Raster

2 ways to draw

2 versions of "Pixel"

API hierarchy

DDA algorithm
Soap bubbles

400 - 750 nm
Raster

Rect grid
Square pixel

1 solid color
2 ways to draw

1. one object at a time
   "canvas" - based
   \[O(n) \rightarrow \text{done}\]
   every one render

2. one pixel at a time
   "ray tracing"
   \[O(n) \text{ w/ big constants} \rightarrow \text{unbounded time}\]
   movie-quality graphics
0.0 1.0 2.0
0.1 1.1

Pixel

1-pixel wide line

from (1,1) to (7,9) and (11,1) to (11,11)

7-1 = 6
9-1 = 8
36 + 64 = 100
\sqrt{100} = 10
point
line
triangle