

## GEOMETRY FOR COMPUTER GRAPHICS%0A

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The Geometry of Computer Graphics, Proceedings of the 1997 St. Olaf Geometry Conference, Nicholas Jackiw [1] Key Curriculum Press njackiw@keypress.com

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[The Geometry of Computer Graphics: Walter F. Taylor ...](#)

"The Geometry of Computer Graphics" discusses the complex question of how one commands a computer to make pictures, fundamental concepts needed for two and three dimensional computer graphics, including matrices, vector spaces, transformations, and homogeneous

coordinates are presented, various languages in which these concepts are communicated

### Geometry in Action: Graphics

Geometry for computer graphics. Teaching materials from the ITTI Gravigs Project. Mosaic / stained glass graphic effect. One gets interesting visual effects by taking a random sample of pixels from a bitmap image, computing the Voronoi diagram of the sample, and filling each cell with the corresponding sample's color. This appears to be what Photoshop does in its "Pixelate->Crystallize" filter.