

الرسم بالحاسب الآلي

المقرر العلمي مع أسئلة تدريبية على الاختبار



Hisham Teach



@HishamTeach



0563974497



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- **What Is Graphics**
- **Entertainment Applications**
- **Designs & Engineering Applications**
- **Art Applications**
- **Simulating Applications**
- **Visualizing Applications**
- **Virtual and Augmented Reality**
- **Users Interfaces**
- **Chapter Exercises**

What Is Graphics?

- ▷ Images produced by computer

What can be classified a graphics?

- ▷ Photoshop images.
- ▷ Graphs.
- ▷ Fonts.
- ▷ Maps.
- ▷ 3D games.
- ▷ User Interfaces.
- ▷ Buildings Designs.
- ▷ Web Pages.

What Can be called graphics?

- ▷ Videos.
- ▷ Animations.
- ▷ Computer Games.

Graphics deal with all aspects processing images using computer...

- ▷ Hardware.
- ▷ Software.
- ▷ Applications.



Graphics Applications:

- ▷ Movies/films/cinema.
- ▷ Computer/video games.
- ▷ Simulation.
- ▷ CAD (Computer Aided Design).
- ▷ Visualization.
- ▷ Virtual/Augmented reality.
- ▷ Graphical User Interfaces.
- ▷ Images processing.
- ▷ Education & Training.
- ▷ Computer Art.



Entertainment Applications:

- Graphics extensively used in producing today's movies and T.V shows.
 - ▷ Real actors with graphics effects
 - ▷ Full Graphical acting



- ▷ 2D & 3D Animations

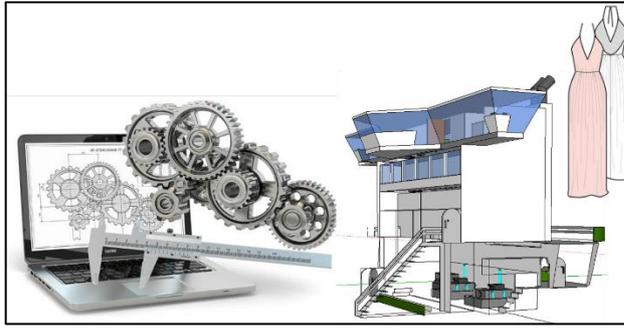


- ▷ Graphics is fundamental in computer games



Designs & Engineering Applications:

- ▷ Computer Aided Design (CAD) is routinely used in the design of buildings, cars, airplanes, computers, textiles, and many other products.



Art Applications:

- ▷ Graphics techniques are widely used in art applications. Artists use a variety of computer applications for processing & publishing ...



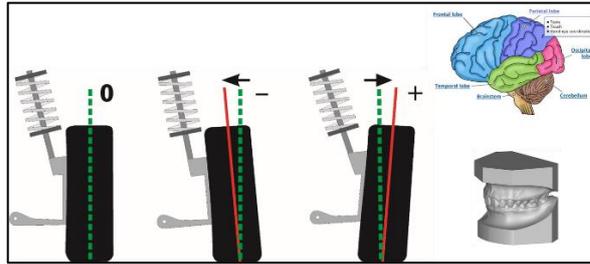
Simulating Applications:

- ▷ Simulation is an essential component of modeling in many scientific applications. It helps to provide virtual experience before the real practicing; resulting time, effort and money saving.



Visualizing Applications:

- ▷ Visualization is used in many fields, such as medicine, engineering, education, physics and biology ... They use computers to make visual models to research and diagnose the situation under study.



Virtual and Augmented Reality:

- ▷ Augmented Reality: applies unreal objects to a real environment, in which a view of reality is modified by a computer.



- ▷ Virtual Reality: uses the physical objects in a virtual or imaginary environment.



Users Interfaces

- ▷ User interface for systems, app, website... is a key success factor based on graphical uses to facilitate the use of the system...



Exercises

Q1: What is Graphics?

Q2: What can be classified a graphics?

Q3 : Which of the following can be called graphics?

- a) Videos
- b) Animations
- c) Computer Games
- d) All of the Above

Q4: Graphics deal with What?

Q5: List Five Examples of Graphics Applications?

Q6: Write the definition of Entertainment Applications, with Examples?

Q7: Write the definition of Chroma Screen?

Q8: Write the definition of Motion capture?

Q9: Write the definition of Computer Aided Design (CAD)?

Q10: Write about Art Applications ?

Q11: Write the definition of Simulating Applications?

Q12: Write the definition of Visualizing Applications?

Q13: Write the Deference between Augmented Reality and Virtual Reality?

Q14: Write the definition of Users Interfaces?

Q15: Write the definition of Keyframing?

Q16: Write the definition of Animations?

Answer Key

1) Images produced by computer.

2)

1. Photoshop images.
2. Graphs.
3. Fonts.
4. Maps.
5. 3D games.
6. User Interfaces.
7. Buildings Designs.
8. Web Pages.

3) D.

4) Graphics deal with all aspects processing images using computer : Hardware, Software, Applications.

5)

1. Movies/films/cinema.
2. Computer/video games.
3. Simulation.
4. CAD (Computer Aided Design).
5. Visualization.

6)

Graphics extensively used in producing today's movies and T.V shows.

- Real actors with graphics effects.
- Full Graphical acting.
- 2D & 3D Animations.
- Graphics is fundamental in computer games.
- Examples: Motion Capture, Chroma Screen.

7) is a visual effect technique for layering two video streams together.

- 8) is a technique of digitally recording movements.
- 9) is routinely used in the design of buildings, cars, airplanes, computers, textiles, and many other products.
- 10) Graphics techniques are widely used in art applications .Artists use a variety of computer applications for processing and publishing.
- 11) Simulation is an essential component of modeling in many scientific applications. It helps to provide virtual experience before the real practicing; resulting time, effort and money saving.
- 12) Visualization is used in many fields, such as medicine, engineering, education, physics and biology ... They use computers to make visual models to research and diagnose the situation under study.
- 13)
Augmented Reality: applies unreal objects to a real environment ,in which a view of reality is modified by a computer.

Virtual Reality: uses the physical objects in a virtual or imaginary environment.
- 14) User interface for systems, app, website... is a key success factor based on graphical uses to facilitate the use of the system...
- 15) is a drawing that defines the starting and ending points of any smooth transition.
- 16) is the process of making films in which drawings or puppets appear to move.



Hisham Teach



@HishamTeach



0563974497

النسخة الكاملة متوفرة

ممکن تتواصل معي على الواتساب



0563974497

حيث تشمل كامل المادة مع أسئلة تدريبية على كل وحدة

مع نماذج اختبارات سابقة وتدريبية أيضا

مرفقة بالحلول