

Vector

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Vectors

- Vector image construction by elements (objects)
- Vector image visualisation
- Vector image editing

2D Vector image construction

- Element (objects)
 - Point
 - Line, Yield Line, String
 - Ellipse
 - Curve
 - Interpolated (Fergusson)
 - Aproximated (Bezier, Spline (+NURBS))

2D Vector image visualisation

- Vector – Raster Conversion
- Any other way ???

2D Vector image editing

- Working with elements
- Transformation – scaling, rotation
- Attributes editing – fill, outline, geometry

3D Vector image construction

- Basic element (objects) – Sphere, Cylinder, Pyramid
- Parametric surfaces – Bezier, B-Spline
- TIN (Triangullar Irregullar Network)
- Voxels

3D Vector image visualisation

- Visibility (Z-buffer)
- Light
- Shadows
- Textures

Formats

- 2D
 - HPGL, CDR, EPS, WMF, CGM, SVG, GML, (SWF)
- 3d
 - VRML, X3D, O2C, DGN, DWG

Editors

- Scribus
- Inkscape
- Sketch
- 3D Studio
- Corel Draw
- ...