CAD/CAM THEORY AND PRACTICE

CAD/CAM THEORY AND PRACTICE

Ibrahim Zeid

De: urtment of Mechanical Engineering
Northeastern University

McGraw-Hill, Inc.

New York St. Louis San Francisco Auckland Bogotá Caracas Hamburg Lisbon London Madrid Mexico Milan Montreal New Delhi Paris San Juan São Paulo Singapore Sydney Tokyo Toronto This book was set in Times Roman.

The editors were John J. Corrigan and John M. Morriss; the production supervisor was Friederich W. Schulte.

The cover was designed by Rafael Hernandez.

Project supervision was done by Santype International Ltd.

R. R. Donnelley & Sons Company was printer and binder.

CAD/CAM THEORY AND PRACTICE

Copyright © 1991 by McGraw-Hill, Inc. All rights reserved. Printed in the United States of America. Except as permitted under the United States Copyright Act of 1976, no part of this publication may be reproduced or distributed in any form or by any means, or stored in a data base or retrieval system, without the prior written permission of the publisher.

2 3 4 5 6 7 8 9 0 DOC DOC 9 0 9 8 7 6 5 4 3 2 1

ISBN 0-07-072857-7

Library of Congress Cataloging-in-Publication Data

Zeid, Ibrahim.

CAD/CAM theory and practice/Ibrahim Zeid.

p. cm.

ISBN 0-07-072857-7

1. CAD/CAM systems. I. Title.

TS155.6.Z45 1991

90-42281

6701.285-de20

McGraw-Hill Series in Mechanical Engineering

Consulting Editors

Jack P. Holman, Southern Methodist University John R. Lloyd, Michigan State University

Anderson: Modern Compressible Flow. With Historical Perspective

Arora: Introduction to Optimum Design

Bray and Stanley: Nondestructive Evaluation: A Tool for Design, Manufacturing and

Service

Culp: Principles of Energy Conversion

Dally: Packaging of Electronic Systems: A Mechanical Engineering Approach

Dieter: Engineering Design: A Materials and Processing Approach

Eckert and Drake: Analysis of Heat and Mass Transfer

Edwards and McKee: Fundamentals of Mechanical Component Design

Heywood: Internal Combustion Engine Fundamentals

Hinzo: Turbulence

Hutton: Applied Mechanical Vibrations

Juvinall: Engineering Considerations of Stress, Strain, and Strength

Kane and Levinson: Dynamics: Theory and Applications
Kays and Crawford: Convective Heat and Mass Transfer

Kimbrell: Kinematics Analysis and Synthesis Martin: Kinematics and Dynamics of Machines Phelan: Fund amentals of Mechanical Design Raven: Automatic Control Engineering

Rosenberg and Karnopp: Introduction to Physics

Schlichting: Boundary-Layer Theory

Shames: Mechanics of Fluids

Sherman: Viscous Flow

Shigley: Kinematic Analysis of Mechanisms

Shigley and Mischke: Mechanical Engineering Design Shigley and Uicker: Theory of Machines and Mechanisms Stoecker and Jones: Refrigeration and Air Conditioning

Vanderplaats: Numerical Optimization: Techniques for Engineering Design, with

Applications

White: Viscous Fluid Flow

Zeid: CAD/CAM Theory and Practice

Also Available from McGraw-Hill

Schaum's Outline Series in Mechanical Engineering

Most outlines include basic theory, definitions, and hundreds of solved problems and supplementary problems with answers.

Titles on the Current List Include:

Acoustics

Basic Equations of Engineering

Continuum Mechanics

Fngineering Economics

Engineering Mechanics, 'th edition

Fluid Dynamics, 2d edition

Fluid Mechanics & Hydraulics, 2d edition

Heat Transfer

Introduction to Engineering Calculations

Lagrangian Dynamics

Machine Design

Mathematical Handbook of Formulas and Tables

Mechanical Vibrations

Operations Research

Statics and Mechanics of Materials

Strenyth of Materials, 2d edition

Theoretical Mechanics

Thermodynamics, 2d edition

Schaum's Solved Problems Books

Each title in this series is a complete and expert source of solved problems containing thousands of problems with worked out solutions.

Related Titles on the Current List Include:

3000 Solved Problems in Calculus

2500 Solved Problems in Differential Equations

2500 Solved Problems in Fluid Mechanics and Hydraulics

1000 Solved Problems in Heat Transfer

3000 Solved Problems in Linear Algebra

2000 Solved Problems in Mechanical Engineering Thermodynamics

2000 Solved Problems in Numerical Analysis

700 Solved Problems in Vector Mechanics for Engineers: Dynamics

800 Solved Problems in Vector Mechanics for Engineers: Statics

Available at your College Bookstore. A complete list of Schaum titles may be obtained by writing to: Schaum Division, McGraw-Hill, Inc., Princeton Road, S-1, Hightstown, NJ 08520

Engineering design and manufacturing form the core of the engineering profession. The engineering curricula and the engineering educational process attempt to provide today's students, tomorrow's engineers, with a sufficient number of sciences and tools to perform, among other things, design and manufacturing. Engineering sciences are well established and most often include physics, engineering mechanics, mechanical behavior and processes of materials, and thermal fluids. Mathematics, computers and computational techniques, communication methods, and drafting skills are among the essential tools a designer needs. In contrast to engineering sciences some of these tools, in particular computers and drafting skills, have been changing quite often to reflect changes and advances in manufacturing and technology. Over the past thirty years, engineering has changed from using mathematical tables, to slide rules, to pocket calculators, to personal computers. In the past fifteen years the interactive computer graphics and CAD/CAM technology have been impacting the drafting, design, and manufacturing tools significantly. It is because of these important impacts that this book has been written.

In an attempt to write a meaningful book with enough subject depth and breadth in the area of CAD/CAM, a focus for the book must be defined. Among the many available choices, this book focuses on presenting a balanced mix on the theory and practice of the CAD/CAM concepts. Throughout the book, the influence of the theoretical and practical aspects of CAD on CAM is also presented. The late chapters of the book, such as Chapters 16 and 20, discuss the integration of CAD and CAM databases. It is believed that the true integration between CAD and CAM forms the bottleneck for achieving automation. It is hoped that the "A" in CAD/CAM will mean automated instead of aided.

The purpose of this book is to present CAD/CAM principles and tools in generic and basic forms with enough depth and breadth. These principles are supplemented with engineering and design applications as well as problems. The presentation of these principles and tools maintains a balance between both theory and practice. The book is concerned with developing the proper attitudes

and approaches to utilizing the existing CAD/CAM technology in engineering. It attempts to expand the reader's imagination beyond just creating interactive graphics. Therefore, Parts IV, V, and VI illustrate how geometric modeling and graphics concepts covered in previous parts can be applied to engineering and design applications. Whenever new tools and applications become available in the future, these three parts can be updated without affecting the book organization. This is important for those who adopt a book in a rapidly developing field such as CAD/CAM. Throughout the book, examples, applications, and computer algorithms are covered independently of any specific hardware or programming languages. However, it is assumed that the reader is familiar with computers and has a basic background in engineering and computer programming.

The book is targeted at students, engineers, and professionals who are interested in the CAD/CAM technology and its applications to design. Most often, this group utilizes, in one form or another, a CAD/CAM system. It may be a fully commercial system or a low-end PC-based system. In either case, the user is faced with understanding the same basic concepts and principles underlying the system. Failure of such understanding often results in user frustration and a significant decline in productivity and utilization of the system relative to manual procedures. Manuals and documentation which are typically provided with CAD/CAM systems tend to concentrate on the user interface and the syntax associated with it. They usually assume that the user has the proper theoretical background which this book attempts to provide. Such a background helps the user a great deal in understanding the various jargon and terminology encountered in the system documentation as well as enabling the user to deal with system errors more intelligently.

The material in the book can be used in various ways. As a textbook, it could be used at either the advanced undergraduate or first graduate level. A two quarter-long or a one semester-long undergraduate course is adequate to cover most of the material and allows time for a project which is a valuable experience for students. The book provides a complete menu of topics. The depth and choice of topic coverage and projects may vary based on a particular curriculum. A graduate course should be designed to cover all the book material and allow for a comprehensive project. A course with an interactive computer graphics focus may cover Chapters 2, 3, 5, 6, 9, 10, 13, and 15. A course with a geometric modeling focus may cover Chapters 2, 3, 5, 6, 7, 9, and 15. A course with a CAD/CAE focus may cover Chapters 1 to 9, 11 to 15, and 17 to 19. A course with a CAM focus may cover Chapters 1 to 9, 11 to 15, 16, and 20 (supplemental material to these chapters may be provided by the instructor). Courses with other foci can easily be designed in a similar fashion. Many instructors may prefer to supplement Parts IV, V, and VI of the book with their own experience and/or their applications. If an engineering curriculum does not offer separate CAD/CAM courses, this book is then ideal as a reference for outside reading by the students. The book can also serve as a reference for the CAD/CAM industry. Training courses typically offered by CAD/CAM vendors to engineers and professionals concentrate on system syntax and documentation.

To write a book in the very rapidly changing CAD/CAM field is perhaps the most challenging endeavor an individual can undertake. The book design and organization has taken this observation into consideration. The book has been divided into six integrated parts which can be updated in the future to reflect new trends, tools, and applications when they evolve without changing the book organization. For example, if a new application subject becomes available in the future, it can be added as a new chapter in Part V or VI. Future updates will always be made taking into consideration the book size. The author has tried to collect as much material from the literature as possible into this book with a unified notation. This represents a major task. The author would be grateful to receive any suggestions, opinions, ideas, and advice regarding the book. The author would also appreciate receiving any errors which went undetected in this edition, and will acknowledge them by name and institution in subsequent editions.

A final word regarding the book organization and style. The book is organized and written in such a way to be suitable for self-study. There are enough details about each subject. Instructors using the book do not have to cover all these details in class. Instead, they can assign some of these details as out-of-class reading exercises. In this way the class time can be utilized effectively by both students and instructors to discuss design projects and applications or issues related to using a particular CAD/CAM system. With this style, engineers and professionals should also find the book material handy to use and easy to understand.

The author is indebted to all the people who helped directly or indirectly to make this book idea a reality. Without their assistance this project would never have been completed. The author would like to thank the following reviewers for their valuable comments, suggestions, encouragement, and sound advice throughout the project: Abdu' amad Ata, University of Detroit: Samir B. Billatos. University of Connecticu. Richard G. Budynas, Rochester Institute of Technology; Jan Evans, University of Tennessee at Chattanooga; Herbert Freeman, Rutgers University; Gary A. Gabriele, Rennselear Polytechnic Institute; Gary L. Kinzel, Ohio State University; Michael B. McGrath, Colorado School of Mines; Charles Mischke, Iowa State University; John J. Moskwa, University of Wisconsin-Madison; Albert P. Pisano, University of California, Berkeley; Donald R. Riley, University of Minnesota; Eric Teicholz, Graphics Systems, Inc.; and Robert O. Warrington, Jr., Louisiana Tech University. The author has made every possible effort to take advantage of their suggestions. The author is also indebted to the many CAD/CAM vendors and their personnel who provided photographs and slides for the book.

A book cannot be published without the help of many people. I would like to thank all my students and colleagues who contributed directly and indirectly through their constructive criticism in the evolution and preparation of the book manuscript. Special thanks are due to Ms. Sohela Shafai, Ms. Leslie Schreiter, and others who typed the manuscript. Thanks are also due to McGraw-Hill staff for their patience and professional help. The diligences and encouragement of

XXVI PREFACE

Scott Stratford and Anne C. Duffy in the early stages of the project were very valuable. The valuable experience and vision of John Corrigan, the book editor, has permitted the successful completion of the manuscript. His phone calls and visits maintained the steady progress of the manuscript. In addition, his efforts during the production phase of the book were invaluable to its completion. I would also like to thank Karen Jackson. John Morriss, Fred Schulte, and others for their efforts.

Last, but not least, very special thanks are due to my family and friends for their constant love and support. The patience, understanding, and encouragement of my wife and my children are greatly appreciated.

Ibrahim Zeid

CONTENTS

Pre	face ·	xxiii
Pa	rt I Overview of CAD/CAM Systems	
Ch	apter 1 Introduction	3
1.1	CAD/CAM Contents and Tools	3
1.2	History of CAD/CAM Development	8
1.3	CAD/CAM Market Trends	10
1.4	Definition of CAD/CAM Tools	14
1.5	Industrial Look at CAD/CAM	17
1.6	Book Approach	20
1.7	Book Organization	21
	Problems	23
	Bibliography	23
Ch	apter 2 CAD/CAM Hardware	25
2.1	Introduction	25
2.2	Types of Systems	27
	2.2.1 Mainframe-Based Systems	28
	2.2.2 Minicomputer-Based Systems	30
	2.2.3 Microcomputer-Based Systems	31
	2.2.4 Workstation-Based Systems	36
2.3	CAD/CAM Systems Evaluation Criteria	36
	2.3.1 System Considerations	39
	2.3.2 Geometric Modeling Capabilities	40
	2.3.3 Design Documentation	41
	2.3.4 Applications	41
		xi

XII CONTENTS

2.4	Input Devices	42
	2.4.1 Keyboar is	44 ^
	2.4.2 Lightpe is	47
	2.4.3 Digitizing Tablets	48
	2.4.4 Mouse Systems	52
	2.4.5 Joysticks, Trackballs, and Thumbwheels	52 -
	2.4.6 Other Input Devices	54
2.5	Output Devices	55
	2.5.1 Graphics Displays	56
	2.5.2 Hardcopy Printers and Plotters	65
2.6	Hardware Integration and Networking	69
2.7	Hardware Trends	72
	Problems	80
	Bibliography	82
Ch	apter 3 CAD/CAM Software	84
3.1	Introduction	84
3.2	Graphics Standards	87
3.3	Basic Definitions	90
	3.3.1 Data Structure	90
	3.3.2 Database	90
	3.3.3 Database Management System (DBMS)	95
	3.3.4 Database Coordinate System	96
	3.3.5 Working Coordinate System	98
	3.3.6 Screen Coordinate System	102
3.4	Modes of Graphics Operations	104
	User Interface	106
3.6	Software Modules	110
	3.6.1 Operating System (OS) Module	110
	3.6.2 Graphics Module	111
	3.6.3 Applications Module	112
	3.6.4 Programming Module	118
	3.6.5 Communications Module	118
3.7	Modeling and Viewing	121
3.8	Software Documentation	126
3.9	Software Development	126
3.19	0 Efficient Use of CAD/CAM Software	126
3.1	1 Software Trends	128
	Problems	130
	Bibliography	131
Ch	napter 4 Microcomputer-Based CAD/CAM	133
4.1	•	133
4.2		134
4.3		135
	· · · · · · · · · · · · · · · · · · ·	

		CONTENTS	xiii
4.4	Hardware Components and Configuration		136
	4.4.1 Microcomputer Components		136
	4.4.2 Display Systems		141
	4.4.3 Storage Devices		141
4.5	Micro-Based CAD Software		142
4.6	Customizing the Software		143
4.7	File Translation		143
4.8	Operating Systems		144
4.9	Mechanical Applications		145
	4.9.1 Two-Dimensional Drafting		145
	4.9.2 Symbol Libraries		145
	4.9.3 Report Generation		145
	4.9.4 Parametric Design	•	146
	4.9.5 Three-Dimensional Functions		146
	4.9.6 Finite Element Analysis (FEA)		146
	4.9.7 Manufacturing		147
4.10	MicroCAD Trends		147
4.11	Product Distribution Trends	-	148
	Problems		148
	Publications		149
	rt II Geometric Modeling apter 5 Types and Mathematical		
	Representations of Curves		153
5.1	Introduction		153
5.2	Wireframe Models		155
5.3	Wireframe Entities		157
5.4	Curve Representation		171
5.5	Parametric Representation of Analytic Curves		177
	5.5.1 Review of Vector Algebra		177
	5.5.2 Lines		179
	5.5.3 Circles		187
	5.5.4 Ellipses		195
	5.5.5 Parabolas		203
	5.5.6 Hyperbolas		207
	5.5.7 Conics		208
5.6	Parametric Representation of Synthetic Curves		212
	5.6.1 Hermite Cubic Splines		213
	5.6.2 Bezier Curves		219
	5.6.3 B-Spline Curves		226
	5.6.4 Rational Curves		236

XIV	CONTENTE
AIT	CONTENTS

5.7	Curve Manipulations	237
	5.7 1 Displaying	237
	5.7.2 Evaluating Points on Curves	238
	5.7.3 Blending	239
	5.7.4 Segmentation	240
	5.7.5 Trimming	243
	5.7.6 Intersection	244
	5.7.7 Transformation	245
5.8	Design and Engineering Applications	246
	Problems	253
	Bibliography	257
CI.	anton C. Tours and Mathematical	
CII	apter 6 Types and Mathematical	259
	Representations of Surfaces	
6.1	Introduction	259
6.2	Surface Models	261
	Surface Entities	263
	Surface Representation	270
6.3	Parametric Representation of Analytic Surfaces	280 280
	6.5.1 Plane Surface	284
	6.5.2 Ruled Surface	284
	6.5.3 Surface of Revolution	286
	6.5.4 Tabulated Cylinder	287
6.6	Parametric Representation of Synthetic Surfaces	288
	6.6.1 Hermite Birubic Surface	295
	6.6.2 Bezier Surface	300
	6.6.3 B-Spline Surface	304
	6.6.4 Coons Surface	309
	6.6.5 Blending Surface	310
	6.6.6 Offset Surface	310
	6.6.7 Triangular Patches	312
	6.6.8 Sculptured Surface	313
	6.6.9 Rational Parametric Surface	313
6.7	•	313
	6.7.1 Displaying	314
	6.7.2 Evaluating Points and Curves on Surfaces	314
	6.7.3 Segmentation	318
	6.7.4 T.imming	319
	6.7.5 Intersection	320
	6.7.6 Projection	320
	6.7.7 Transformation	322
6.8	5 5 11	329
	Problems	333
	Bibliography	555

		CONTENTS	xv
Cha	pter 7 Types and Mathematical		
	Representations of Solids		335
7.1	Introduction		335
7.2	Solid Models		337
7.3	Solid Entities		340
7.4	Solid Representation		345
7.5	Fundamentals of Solid Modeling		352
	7.5.1 Set Theory		352
	7.5.2 Regularized Set Operations		357
	7.5.3 Set Membership Classification		360
7.6	Half-spaces		364
	7.6.1 Basic Elements		365
	7.6.2 Building Operations		365
	7.6.3 Remarks		368
7.7	Boundary Representation (B-rep)		368
	7.7.1 Basic Elements		370
	7.7.2 Building Operations		378
	7.7.3 Remarks		387
7.8	Constructive Solid Geometry (CSG)		388
	7.8.1 Basic Elements		398
	7.8.2 Building Operations		407
	7.8.3 Remarks		415
7.9	Sweep Representation		415
	7.9.1 Basic Elements		416
	7.9.2 Building Operations		417
	7.9.3 Remarks		419
7.10	Analytic Solid Modeling (ASM)		419
	7.10.1 Basic Elements		419
	7.10.2 Building Operations		423
	7.10.3 Remarks		425
7.11	Other Representations		425
7.12	Organization of Solid Modelers		426
7.13	Solid Manipulations		429
	7.13.1 Displaying		429
	7.13.2 Evaluating Points, Curves, and Surfaces on Solids		429
	7.13.3 Segmentation		430
	7.13.4 Trimming and Intersection		430
	7.13.5 Transformation		431
	7.13.6 Editing	•	431
7.14	Solid Modeling-Based Applications		431

7.15 Design and Engineering Applications

Problems

Bibliography

432

435

438

XVI CONTENTS

Cha	apter 8 CAD/CAM Data Exchange	442
· 8.1	Introduction	442
8.2	Evolution of Data Exchange Format	446
	8.2.1 Shape-Based Format	446
•	8.2.2 Product Data-Based Format	449
	8.2.3 ISO Standard	450
8.3	IGES	450
	8.3.1 Description	452
	8.3.2 Data Representation	455
	8.3.3 File Structure and Format	461
	8.3.4 Processors	464
	8.3.5 Remarks	471
8.4	PDES	471 472
	8.4.1 Description	472
	8.4.2 Data Representation	476
	8.4.3 Femarks	477
	Problems	477
	Bibliography	***
\mathbf{p}_2	art III Two- and Three-Dimensional	
16		
1 6		
	Graphics Concepts	
		481
Cł	Graphics Concepts napter 9 Geometric Transformations	481 481
——————————————————————————————————————	Graphics Concepts napter 9 Geometric Transformations Introduction	
Cł	Graphics Concepts napter 9 Geometric Transformations Introduction Transformations of Geometric Models	481
——————————————————————————————————————	Graphics Concepts napter 9 Geometric Transformations Introduction Transformations of Geometric Models 9.2.1 Translation	481 482
——————————————————————————————————————	Graphics Concepts napter 9 Geometric Transformations Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling	481 482 483
——————————————————————————————————————	Graphics Concepts napter 9 Geometric Transformations Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection	481 482 483 485
——————————————————————————————————————	Graphics Concepts napter 9 Geometric Transformations Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation	481 482 483 485 487
——————————————————————————————————————	Graphics Concepts napter 9 Geometric Transformations Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation	481 482 483 485 487 490
Cł 9.1 9.2	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations	481 482 483 485 487 490 499
——————————————————————————————————————	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models	481 482 483 485 487 490 499 502
Cł 9.1 9.2	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping	481 482 483 485 487 490 499 502 504
Cł 9.1 9.2	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping	481 482 483 485 487 490 499 502 504 505
Cł 9.1 9.2	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping	481 482 483 485 487 490 499 502 504 505 506
Clt 9.1 9.2	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System	481 482 483 485 487 490 499 502 504 505 506 507 508
9.3 9.4	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings	481 482 483 485 487 490 499 502 504 505 506 507 508 512
Clt 9.1 9.2	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings Projections of Geometric Models	481 482 483 485 487 490 499 502 504 505 506 507 508 512 514
9.3 9.4	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings 9.3.5 Projections of Geometric Models 9.5.1 Orthographic Projections	481 482 483 485 487 490 499 502 504 505 506 507 508 512 514 518
9.3 9.4	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings 9.5.1 Orthographic Projections 9.5.2 Perspective Projections	481 482 483 485 487 490 499 502 504 505 506 507 508 512 514 518 520
9.3 9.4	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings 9.5 Projections of Geometric Models 9.5.1 Orthographic Projections 9.5.2 Perspective Projections 9.5.2 Perspective Projections 9.5.3 Design and Engineering Applications	481 482 483 485 487 490 499 502 504 505 506 507 508 512 514 518 520 522
9.1 9.2 9.3	Graphics Concepts Introduction Transformations of Geometric Models 9.2.1 Translation 9.2.2 Scaling 9.2.3 Reflection 9.2.4 Rotation 9.2.5 Homogeneous Representation 9.2.6 Concatenated Transformations Mappings of Geometric Models 9.3.1 Translational Mapping 9.3.2 Rotational Mapping 9.3.3 General Mapping 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings 9.3.4 Mappings as Changes of Coordinate System Inverse Transformations and Mappings 9.5.1 Orthographic Projections 9.5.2 Perspective Projections	481 482 483 485 487 490 499 502 504 505 506 507 508 512 514 518 520

		CONTENTS	xvii
Chai	pter 10 Visual Realism		526
10.1	Introduction		526
10.1	Model Clean-Up		529
10.2	Hidden Line Removal		531
10.5	10.3.1 Visibility of Object Views		533
	10.3.2 Visibility Techniques		534
	10.3.3 Sorting		542
	10.3.4 Coherence		543
	10.3.5 Formulation and Implementation		543
	10.3.6 Sample Hidden Line Algorithms		545
	10.3.7 Hidden Line Removal for Curved Surfaces		551
10.4	Hidden Surface Removal		551
	10.4.1 The z-Buffer Algorithm		552
	10.4.2 Warnock's Algorithm		552
10.5	Hidden Solid Removal		553
	10.5.1 Ray-Tracing Algorithm		554
10.6	Shading		564
	10.6.1 Shading Models		565
	10.6.2 Shading Surfaces		569
	10.6.3 Shading Enhancements		572
	10.6.4 Shading Solids		574
10.7	Coloring		579
	10.7.1 Color Models		581
10.8	User Interface for Shading and Coloring		583
	Problems		588
	Bibliography		590
Pa	rt IV Interactive Tools		
Ch	apter 11 Graphics Aids		595
	Introduction		595
	Geometric Modifiers		596
11.3			598
11.4			599
11.5	•		601
11.6			602
11.7			604
11.8			604
11.9			606
	Problems		606
	Bibliography		608

XVIII CONTENTS

Cha	pter 12 Graphics Manipulations and Editings	609
12.1	Introduction	609
12.2	Entity Selection Methods	610
	12.2.1 Individual Entity	610
	12.2.2 All Displayed Entities	610
	12.2.3 Groups	611
	12.2.4 Enclosing Polygon or Window	611
	12.2.5 Chaining Contiguous Entities	612
	12.2.6 Width	612
12.3	Manipulation Operations	613
	12.3.1 Verification of Model and Database Parameters	613
	12.3.2 Entity Verification	613
	12.3.3 Entity Copying (Duplication)	613
•	12.3.4 Geometric Arrays	614
	12.3.5 Transformation	616
	12.3.6 Entity Blanking/Unblanking	618
-	12.3.7 Geometric Measurements	619
	12.3.8 Entity Offsetting	621
12.4	Editing Operations	621
	12.4.1 Entity Trimming	621
	12.4.2 Entity Division	623
	12.4.3 Entity Stretching	624
-	12.4.4 Entity Editing	625
-12.5	Design and Engineering Applications	625
	Problems	628
	Bibliography	629
Cha	apter 13 Computer Animation	630
13.1		630
13.2	Conventional Animation	631
13.3	Computer Animation	633
	13.3.1 Entertainment Animation	634
	13.3.2 Engineering Animation	636
13.4	Animation Systems	637
	13.4.1 Hardware Configuration	637
	13.4.2 Software Architecture	639
	13.4.3 Classification	641
13.5	Animation Types	642
	13.5.1 Frame-Buffer Animation	642
	13.5.2 Real-Time Playback	645
	13.5.3 Real-Time Animation	645
13.6	Animation Techniques	646
	13.6.1 Keyframe Technique	646
	13.6.2 Simulation Approach	. 653
	13.6.3 Hybrid Approach	654

此为试读,需要完整PDF请访问: www.ertongbook.com