Abstract

In this paper Bresenham’s line drawing algorithm on interleaved grid is proposed. It uses the advantages of interleaved sampling to scan-convert the pixel on the raster with less
representation error. The performance of the proposed algorithm is compared with the conventional Bresenham’s algorithm on square grid. The qualitative and quantitative analyses show that the proposed algorithm outperforms the Bresenham’s line drawing algorithm on square grid.

Reference

- Root mean square deviation, Internet source: http://en.wikipedia.org/wiki/Root_mean_square_deviation.html

Index Terms

Computer Science

Computer Graphics

Key words

Interleaved grids rasterizing

scan conversion aliasing