Advances in Computer Graphics Hardware II (Focus on Computer Graphics)

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The material in this book documents the presented papers, the discussions and additional contributions triggered by the EUROGRAPHICS workshop on Graphics Hardware held at the annual conference EG '87 in Amsterdam. The first part considers **Algorithmic Aspects** of graphics systems realisation. It is worthwhile to note that besides "classical" topics like Hidden-line Elimination or Ray-Tracing, new results of computional geometry are presented in a hardware-oriented context. The second part on **Subsystems** describes hardware solutions for special tasks in the computer image generation pipeline, e.g. fast coordinate transformation and perspective projection. The last part addresses **System Architecture.** It demonstrates by rather different examples the wide range of possible and feasible solutions to build graphics hardware. Unlike the situation in graphics software where a common understanding and an accepted concept has been formed by the standardization process, many architectural options are still to be exploited and evaluated. Especially the interaction between VLSI opportunities, newly developed algorithms, and the increasing diversity of applications encourage again and again innovative solutions and keep graphics hardware a lively working area.

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