

Contents

Preface

Acknowledgements

1. An Introduction to Computer Graphics	1
1.1 The beginnings of computer graphics	1
1.2 What is computer graphics?	2
1.3 Computer graphics and biology	2
1.4 The elements of a computer graphics system	3
1.5 Computer graphics in perspective	8
1.6 References	11
2. Graphics Hardware	12
2.1 An overview	12
2.2 Input devices	12
2.3 Display devices	16
2.4 Display processors	27
2.5 The computer	29
2.6 References and bibliography	30
3. Graphics Software	32
3.1 Connecting computers and graphic devices	32
3.2 Graphics software packages	34
3.3 Graphics packages on mini computers and mainframe computers	35
3.4 Microcomputer graphics software	44
3.5 Graphics workstations	47
3.6 The applications program	50
3.7 References and bibliography	51
4. Two-dimensional Graphics	52
4.1 The elements of two-dimensional transformations	52
4.2 Representation of points	53
4.3 Straight line transformations	58
4.4 Rotation	60
4.5 Reflection	62
4.6 Multi-operation transformations (composition)	64
4.7 Two-dimensional homogeneous coordinates	64
4.8 Two-dimensional rotation about an arbitrary axis	67
4.9 References	70

5. Three-dimensional Graphics	71
5.1 Basic concepts	71
5.2 Three-dimensional homogeneous coordinates	73
5.3 Three-dimensional scaling	74
5.4 Three-dimensional shearing	74
5.5 Three-dimensional rotations	75
5.6 Reflection in three dimensions	76
5.7 Three-dimensional translation	77
5.8 Three-dimensional rotation about an arbitrary axis	77
5.9 Projections	82
5.10 Conclusions	84
5.11 References	84
6. Hidden Lines and Hidden Surfaces	85
6.1 An introduction to hidden lines and surfaces	85
6.2 A simple hidden lines algorithm	86
6.3 The Galimberti and Montanari algorithm	87
6.4 The hidden surface problem	89
6.5 A preliminary classification	90
6.6 Surface representation and hidden surface methods	90
6.7 Conclusions	92
6.8 References and bibliography	93
7. Graphical Representation of Biological Data	94
7.1 Introduction	94
7.2 Graphs and histograms	94
7.3 Point plots and transforms	99
7.4 Graphics data structures	102
7.5 A data structure for hidden lines treatment	111
7.6 References	114
8. Reconstruction Methods for Cell Systems	115
8.1 Tissue reconstruction	115
8.2 The role of computer graphics	115
8.3 Input of data	116
8.4 Two-dimensional analyses	117
8.5 Three-dimensional reconstruction	119
8.6 Three-dimensional reconstruction of neurones (CELL)	126
8.7 Three-dimensional reconstruction of non-neural tissue (RECON)	131
8.8 Other three-dimensional reconstruction programs	139
8.9 References and bibliography	140
9. Image Capture and Image Analysis	143
9.1 Biological images	143
9.2 Image capture devices	143

9.3 Analysis of periodic images	145
9.4 The Joyce-Loebl Magiscan	147
9.5 Reconstruction from X-ray data	150
9.6 References and bibliography	153
10. Molecular Graphics	155
10.1 An introduction to molecular graphics	155
10.2 Components of a molecular graphics system	156
10.3 Molecular data	157
10.4 Examples of molecular graphics packages	160
10.5 Some existing systems	171
10.6 References and bibliography	172
11. Simulation and Animation	176
11.1 Moving pictures	176
11.2 Hardware for real-time animations	177
11.3 Concepts of graphic animation	178
11.4 Dynamic graph construction	179
11.5 Simulation of cell division and cell interaction processes	181
11.6 Animation of genetic events	191
11.7 References and bibliography	194
Appendix 1: Matrix Manipulations	196
A1.1 Basic definitions	196
A1.2 Vectors	198
A1.3 Matrix addition	199
A1.4 The trace of a matrix	199
A1.5 The determinants of a matrix	200
A1.6 Multiplication by a scalar	201
A1.7 Matrix multiplication	201
A1.8 References	203
Appendix 2: A Graphics Glossary	204
Index	208