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APPLYING ANALYTICAL GEOMETRY IN COMPUTER GRAPHICS: A DEEP DIVE WITH VISUALIZATIONS (ILLUSTRATIVE REPRESENTATION)

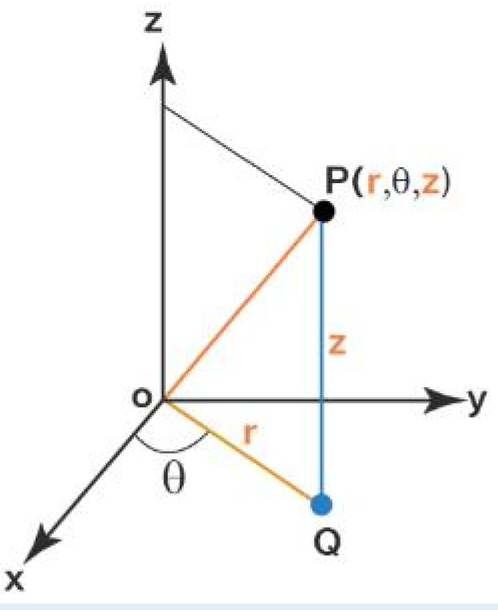
Toshtemirova Feruza Akbar qizi
Chirchik state pedagogical university
feruzaisrailova45@gmail.com

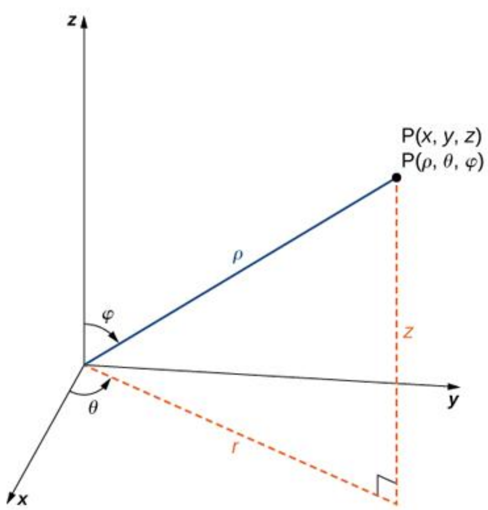
Abstract: This article explores the fundamental role of analytical geometry in computer graphics, providing a deep dive into its core principles and applications with illustrative visualizations. The paper begins by establishing foundational concepts of coordinate systems (Cartesian, cylindrical, spherical) and vector operations, essential for defining object positions, transformations (translation, rotation, scaling), and calculating distances and angles. It then delves into the equations defining various geometric objects, from lines and circles/ellipses to planes and higher-order surfaces, illustrating how these equations underpin the creation and manipulation of graphical elements. The article further examines object transformations using transformation matrices and projections (central and parallel), crucial for rendering 3D objects onto a 2D screen. Finally, it touches upon advanced topics such as splines, Bézier curves, and collision detection, highlighting the continued importance of analytical geometry in generating complex shapes and simulating interactions within computer-generated environments. Throughout, visual representations enhance understanding of the key concepts and their applications.
Keywords: Analytical Geometry, Computer Graphics, 3D Graphics, Visualization, Geometric Modeling, Mathematical Foundations.

Analytical geometry forms the mathematical bedrock of computer graphics, providing the tools to describe, transform, and visualize objects in space. From simple lines to complex three-dimensional models, its principles underpin all graphical applications.

1. Foundations of Coordinates and Vectors:

- **Coordinate Systems:** Computer graphics utilize various coordinate systems (Cartesian, cylindrical, spherical). (Graph: Representation of a three-dimensional Cartesian coordinate system with x, y, and z axes, visually demonstrating points in different quadrants). Understanding coordinates is crucial for defining the position of objects and their components in space.





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Spherical Coordinate Systems

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- **Vectors:** Vectors represent direction and magnitude. (Graph: A vector on a plane or in space, indicating the start and end points, vector length, and direction). Vectors are used for defining translations, rotations, scaling of objects, and calculating distances and angles. Vector operations (addition, subtraction, scalar multiplication) are essential for these calculations.

2. Equations of Geometric Objects:

- **Lines:** (Graph: A line on a coordinate plane, showing slope and y-intercept. Multiple examples of lines with different equations and slopes). The equation of a line defines all points lying on that line. Knowing how to derive the equation of a line given two points or a point and slope is crucial.
- **Circles and Ellipses:** (Graph: A circle on a plane, indicating center and radius; similarly, an ellipse with center, semi-major and semi-minor axes and orientation). Equations of circles and ellipses define all points at a given distance from the center. These are fundamental to drawing and manipulating such objects.
- **Planes:** (Graph: A plane in three-dimensional space, defined by three points or a normal vector and distance from the origin. Example of intersecting planes). The equation of a plane defines all points lying within that plane. This is fundamental to creating three-dimensional models and calculating their interactions.
- **Higher-Order Surfaces:** (Graph: A representation of a quadric surface, such as a hyperboloid, paraboloid, or ellipsoid, with key elements labelled). Equations for higher-order surfaces describe more complex shapes, used in computer graphics to generate diverse objects and models.

3. Transformations of Objects:

- **Transformation Matrices:** (Graph: A transformation matrix and example of its application to a point or object. Visualizing rotation, scaling, and translation of an object). Matrices are used to efficiently describe and apply rotations, scaling, translations, and other transformations. Applying the matrix to the object's coordinates yields its new position in space.
- **Projections:** (Graph: Central projection – a 3D object on a screen with perspective, contrasted with parallel projection where perspective is not applied). Transforming a 3D object into a 2D representation on a screen. This is crucial for creating realistic images. Understanding the differences between central and parallel projections is essential.
- **Visualizing 3D objects in 2D:** (Graph: Various ways to visualize a 3D object in 2D, such as axonometric projections). Different methods for representing 3D objects on a flat surface.

4. Advanced Topics:

- **Splines and Bézier Curves:** (Graph: A Bézier curve, composed of control points). Complex curves and surfaces using splines and Bézier curves are described by complex mathematical equations.
- **Collisions:** (Graph: Objects in 3D space, showing calculation of object/point intersections, example sphere and plane). Using analytical geometry to determine object collisions.

Conclusion:

Analytical geometry forms the fundamental basis for efficient and accurate description, transformation, and visualization of objects within computer graphics. A strong understanding of

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its principles enables the creation of realistic and complex visual effects, and facilitates the modeling of physical processes. Modern graphics tools and technologies provide powerful means for applying analytical geometry in diverse projects.

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