REVIEW PAPER ON TWO DIMENSIONAL GRAPHIC TRANSFORMATIONS FOR TECHNICAL DRAWING, ADVERTISING, TYPOGRAPHY, CARTOGRAPHY APPLICATIONS

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Abstract: Two Dimensional computer graphics is computer-based generation of digital image/graphics—mostly from two-dimensional models such as two Dimensional geometric models, text, & digital image/graphics & by techniques specific to them. Two Dimensional computer graphics are mainly required in applications that were originally developed upon traditional printing & drawing technologies, such as technical drawing, advertising, typography, cartography, etc. In those applications, two-dimensional image/graphic is not just a representation of a real-world object, but an independent artefact with added semantic value, 2D models are therefore considered, because they give more direct control of image/graphic than three Dimensional computer graphics whose approach is considered more akin as compare to photography than to typography. During this research we will use existing Matlab Function as well as user defined functions. Moreover we will make the comparative analysis of quality of image and simulate the noise ratio.

[I] INTRODUCTION

In many domains, like engineering, business, desktop publishing, a description of a document based on two Dimension computer graphics techniques can be much smaller than corresponding digital image/graphic—often by a factor of 1/1000 or more. This representation is also more flexible since it may be rendered at various resolutions to suit different output devices. For these reasons, documents & illustrations are often stored or transmitted as two Dimensional graphic files.

Two Dimensional computer graphics started in 1950s that is based on vector graphics devices. These were largely supplanted by raster-based devices in following decades. PostScript language & X Window System protocol were landmark developments in field.

Two Dimensional graphics models may combine geometric models also known vector graphics, digital image/graphics also called raster graphics, text to be typeset is defined by content, font style & colour, position, size & orientation, mathematical functions & equation. Components

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