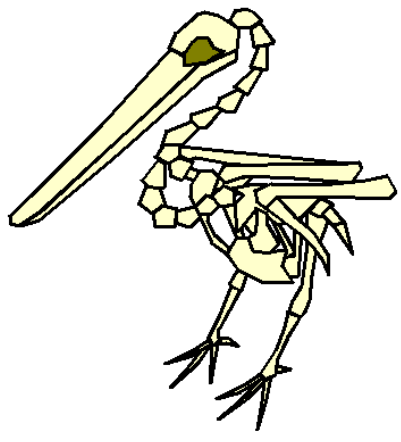
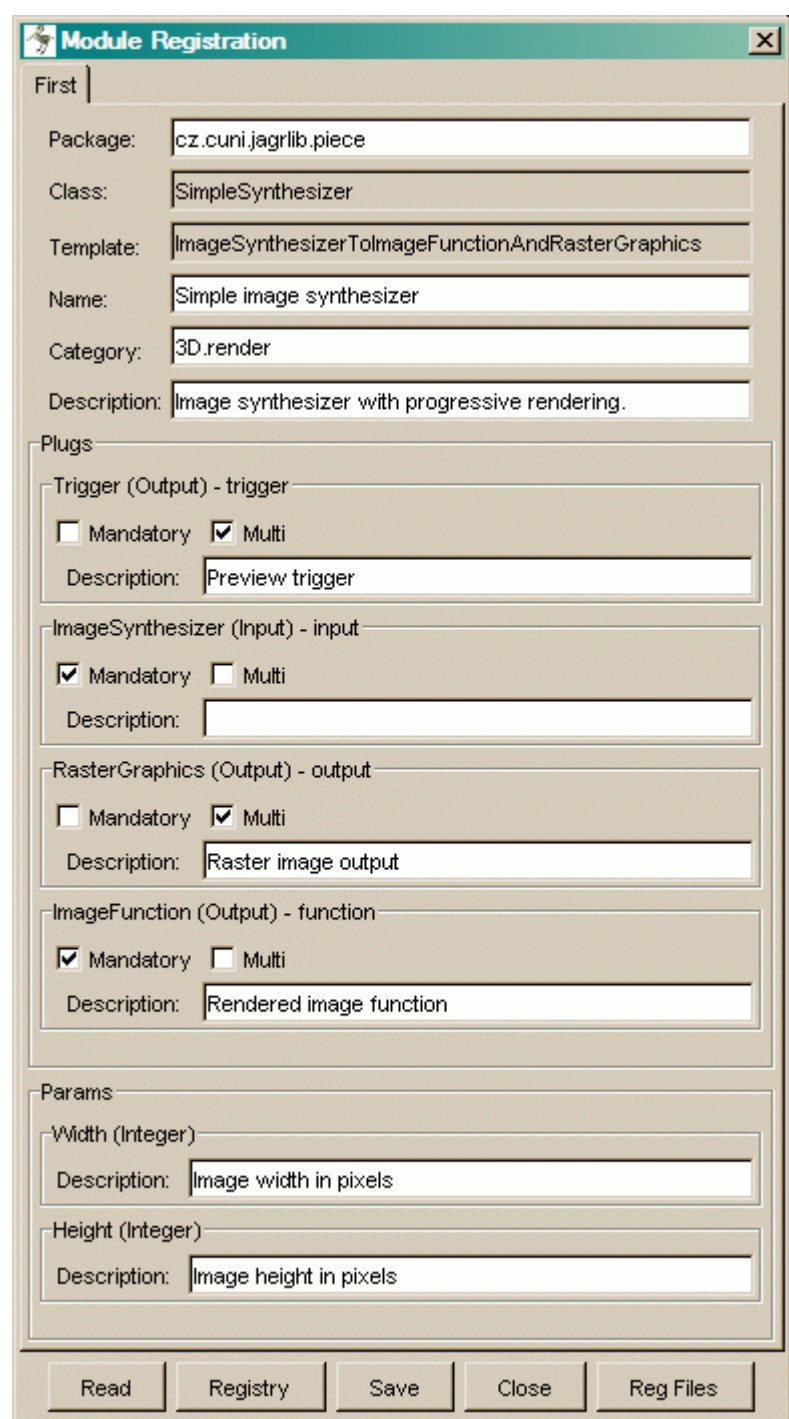
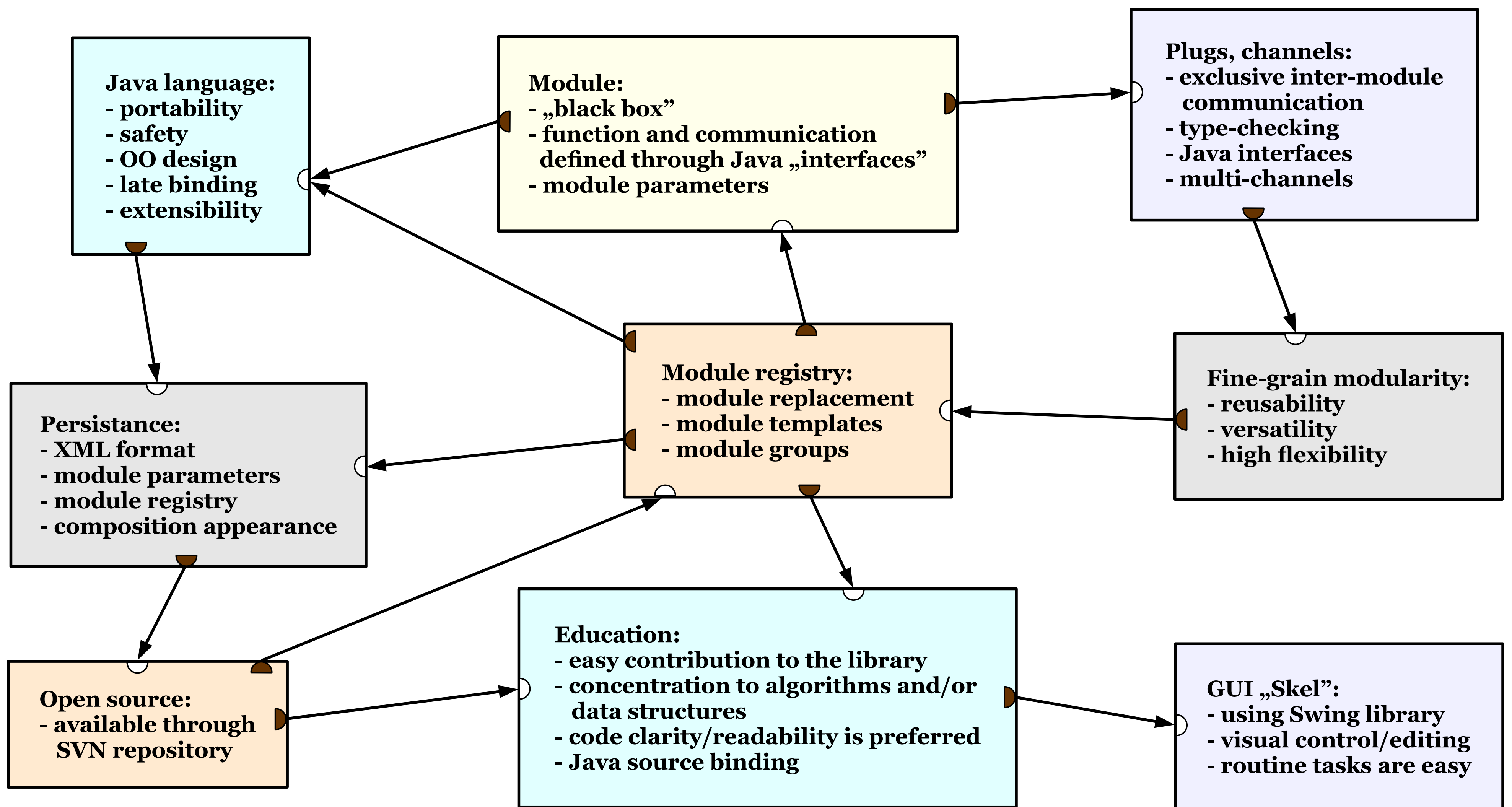
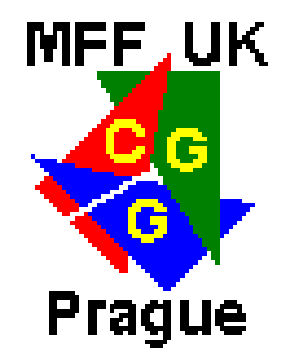


JaGrLib: library for computer graphics education



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<http://cgg.ms.mff.cuni.cz/JaGrLib/>



Selected JaGrLib protocols (interfaces):

- BitMask, AlphaMask (raster sets in 2D)
- RasterGraphics, ColormapStore (raster graphics in 2D, colormap management)
- VectorGraphics (2D vector drawing format)
- Pen, Brush (fill/stroke styles in 2D)
- Brep (Boundary database in nD, extendable)
- Solid (exact vector representation of a 3D solid)
- Intersectable, Texture (geometry/appearance)
- LightModel (general BRDF)
- LightSource
- ImageSynthesizer (makes raster output from continuous image function)
- GeometrySearch, QuadTree (geometry searching)
- Order2D
- FunctionR2ToR, FunctionR2ToR2
- Interpolation1D, Interpolation2D
- ValueTransferFunction
- ImageFunction (general 2D image function)
- EntropyHistogram, EntropyCodec (entropy coding/decoding)
- Trigger, Property (control protocols)

