

9 – Computer graphics

(Unit 20, task 3)

Graphics programs usually have a toolbox – a collection of drawing and **painting** tools that enable you to type, **select**, draw, paint, edit, **move** and view images on the computer.

The basic shapes which are used to **make** graphical objects are called primitives. These are usually geometric, such as **line** between two points, arcs, **circles**, polygons, ellipses and even **text**. Furthermore, you can specify the attributes of each primitive, such as its **colour**, line type, fill area, interior style and so on.

The various **tools** in a toolbox usually appear together as pop-up icons in a menu or palette. To use one, you activate it by **clicking** on it. For example, if you want to **draw** a rectangle, you activate the rectangle tool, and the pop-up options give you possibility of **drawing** rectangles with square or **rounded** corners.

You can transform an object by translating, **rotating** or scaling it. Translation means moving an object to a different location. Rotation is **turning** the object around an axis. For example, you may need to rotate an object 90 or **180** degrees to fit the drawing. **Scaling** is making the object larger or smaller.