

CSCI-4962: Three-Dimensional Computer Graphics  
Class 1: August 26, 2002  
**Introduction to Computer Graphics**

### **Today's Class**

1. Overview of course and syllabus
2. What is computer graphics?
3. History of computer graphics
4. Computer graphics applications

### **Reading**

Read Chapter 1, Chapter 4.1, Appendix B.1–B.5, and Appendix C.1–C.6 of the Angel textbook.

### **Next Class**

There will be a short in-class math quiz on Thursday, August 29. This exercise will count for 1% of your course grade. It is intended to gauge your knowledge of multivariable calculus and matrix algebra that we will use during the course.