

CSCI-4962: Three-Dimensional Computer Graphics  
Class 2: August 29, 2002  
**Graphics I/O Devices**

### **Today's Class**

1. Math refresher quiz
2. A simple OpenGL program, `hi.cpp` (attached)
3. Graphics input devices
4. Graphics output devices, including raster scan displays
5. Frame buffers and color look-up tables

### **Activity**

Look at the *Shapes* tutorial of Nate Robins' OpenGL tutorial (on CD in Angel textbook).

### **Reading**

Chapter 2 through 2.8, Chapter 3 through 3.2.2, Chapter 7.1 and 7.4.5 of the Angel textbook.  
Chapters 1 and 2 of the OpenGL book (the "Red Book").

### **Next Class**

Scan conversion and Geometric transformations.

Also note that Homework 1 is due on Thursday, Sept. 5 at the beginning of lecture.