

CSCI-4967: Three-Dimensional Computer Graphics  
Class 1: August 30, 2004  
**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 and Appendix A.1–A.5 of the Hearn and Baker textbook.  
Chapter 1 of the OpenGL “Red Book”.

### **Next Class**

Graphics I/O devices.

There will be a short in-class math quiz on Thursday, September 2. 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.