

CSCI-4967: Three-Dimensional Computer Graphics  
Class 2: September 2, 2004  
**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.  
Available at [www.xmission.com/~nate/tutors.html](http://www.xmission.com/~nate/tutors.html)

## Reading

Chapter 2, Chapter 3 through 3.4, and Chapter 4 through 4.3, and 4.7–4.8 of Hearn and Baker.  
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. 9 at the beginning of lecture.