

CSCI-4961/6961: Three-Dimensional Computer Graphics
Class 2: August 31, 2006
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

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. 7 at the beginning of lecture.