

TUTORIAL NOTES
INTRODUCTION TO COMPUTER GRAPHICS
SIGGRAPH 1983

LECTURERS: Marcell Wein
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Peter Tanner has made a contribution to these notes, in particular to Sections 2, 6 and 10.

These notes are based in part on the Siggraph '81 Introduction to Computer Graphics Tutorial by Professors John C. Beatty and Kellogg S. Booth of the University of Waterloo and Dr. M. Wein of NRCC.

OUTLINE:

1. Introduction
2. Basic Software
3. Calligraphic Hardware
4. Raster Hardware
5. Advanced Hardware: Raster Display Techniques
 - (a) graphics primitives
 - (b) coloured objects
 - (c) aliasing and antialiasing
6. Input, Interaction, and User Interfaces
7. Software Packages and Standards
8. Geometric Modelling
9. Dynamics
10. Resource Material

SCHEDULE

TUTORIAL: Introduction to Graphics

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LOCATION: COBO Hall D

Day 1 Monday July 25

9:00 - 9:30	Introduction	Wein
9:30 - 10:10	Basic Software (a)	Evans
10:10 - 10:25	Break	
10:25 - 11:00	Basic Software (b)	Evans
11:00 - 12:00	Calligraphic Hardware	Barsky
12:00 - 1:30	Lunch	
1:30 - 3:00	Raster Hardware	Barsky
3:00 - 3:15	Break	
3:15 - 4:15	Color	Fournier
4:15 - 5:00	Advanced Software (a)	Fournier

Day 2 Tuesday July 26

8:30 - 10:00	Advanced Software (b)	Fournier
10:00 - 10:15	Break	
10:15 - 12:00	Input, Interaction, User Interface	Evans/Wein
12:00 - 1:30	Lunch	
1:30 - 2:30	Software Packages and Standards	Wein
2:30 - 2:50	Modeling (a)	Barsky
2:50 - 3:05	Break	
3:05 - 3:30	Modeling (b)	Barsky
3:30 - 4:10	Dynamics	Wein
4:15 - 5:00	Trends, New Developments, Questions	All