

16 - Introduction to Raster Graphics

Chair: Donald P. Greenberg

9:00 - 9:10	Introduction / Greenberg
9:10 - 9:45	Raster Concepts / Meyer
9:45 - 10:20	Frame Buffer Architecture / Crane
10:20 - 10:35	Break
10:35 - 11:25	Low Level Graphics / Dill
11:25 - 12:00	Color and Color Spaces / Greenberg, Meyer
12:00 - 1:30	Lunch
1:30 - 2:15	Raster Algorithms / Greenberg
2:15 - 3:00	Illumination Models and Reflection / Greenberg, Hall
3:00 - 3:15	Break
3:15 - 3:45	Anti-Aliasing and Other Display Problems / Hall
3:45 - 4:30	Applications / Hall
4:30 - 4:40	Conclusion / Greenberg

TUTORIAL: INTRODUCTION TO RASTER GRAPHICS

Dr. Donald P. Greenberg, Chairman

- I. INTRODUCTION**
- II. RASTER CONCEPTS**
- III. FRAME BUFFER ARCHITECTURE**
- IV. RASTER PERFORMANCE ISSUES**
- V. LOW LEVEL GRAPHICS**
- VI. RASTER ALGORITHMS**
- VII. COLOR AND COLOR SPACES**
- VIII. ILLUMINATION MODELS AND REFLECTION**
- IX. ANTI-ALIASING & OTHER DISPLAY PROBLEMS**
- X. APPLICATIONS**