Fundamentals and Overview of Computer Graphics

ORGANIZED BY
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Course #1

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Course Description

This course will start with a historical perspective of computer graphics and an introduction to the *fundamental* concepts. The current state of the industry and imporant trends will then be breifly discussed. The remaining 3/4 of the course is a survey of topics. Emphasis is on breadth of coverage, rather than on teaching the technical details. The guiding principle will be to give attendees an intuitive *understanding* of many concepts instead of the details of introductory issues.

Although this course will not supply the details, it will supply references to them. More will be done than just simply listing references at the end of the course notes. The course notes are intended to be useful as a reference source to determine where to look for an in-depth discussion of particular topics.

Who Should Attend?

This course is for technical professionals and managers who are unfamiliar with computer graphics, and who have a need for a general understanding. It is also for those people that have heard terms like "pixel", "CSG", "Z buffer", and "trackball", and would like a more global context in which to make sense of them and understand how they fit toghether. This course is not for those who want to learn specifics like how a Bresenham vector algorithm works, or how to best code a 3D transform.

Recommended Background

No background in computer graphics is required. It would be helpful to have some exposure to computers and programming. A sophisticated background in mathematics is not required.