

## **Tutorial: Introduction to Raster Graphics**

**Dr. Donald Greenberg, Chairman**

- 9:00 Introduction/Greenberg**
- 9:15 Raster Concepts/Friedberg**
  - a. Mechanics of Raster Devices**
  - b. Directives to Video Raster Devices**
  - c. Image Quality Parameters**
- 9:45 Frame Buffer Architecture/Friedberg**
- 10:15 Break**
- 10:30 Raster Performance Issues/Woolf**
- 11:00 Low Level Graphics/Dill**
  - a. Introduction**
  - b. Hardware Functions**
  - c. Software Functions**
  - d. System Comparisons**
- 12:00 Lunch**
- 1:30 Raster Algorithms/Greenberg**
  - a. Perspectives Transformation**
  - b. Hidden Surface Routines**
- 2:30 Color/Meyer**
- 3:00 Break**
- 3:15 Illumination Models and Reflection/Greenberg**
- 3:45 Anti-aliasing/Cook**
- 4:15 Applications/Woolf**

TUTORIAL: INTRODUCTION TO RASTER GRAPHICS

Dr. Donald P. Greenberg, Chairman

I.	INTRODUCTION	Donald P. Greenberg
II.	RASTER CONCEPTS	Jeffrey D. Friedberg
III.	FRAME BUFFER ARCHITECTURE	Jeffrey D. Friedberg
IV.	RASTER PERFORMANCE ISSUES	Vicki W. Woolf
V.	LOW LEVEL GRAPHICS	John C. Dill
VI.	RASTER ALGORITHMS	Donald P. Greenberg
VII.	COLOR AND COLOR SPACES	Gary W. Meyer
VIII.	ILLUMINATION MODELS AND REFLECTION	Donald P. Greenberg
IX.	ANTI-ALIASING	Robert L. Cook
X.	APPLICATIONS	Vicki W. Woolf