

# **Introduction to Computer Graphics**

## **SIGGRAPH '96**

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## **Course Goals**

- **Provide a background for papers, panels, and other courses**
- **Help appreciate the Electronic Theater**
- **Get more from the vendor exhibits**
- **Give our take on where the future is**
- **Provide pointers for further study**



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## **Topics**

- **Display Hardware (Pat)**
- **Geometry and Scene Creation (Mike)**
- **Input Devices (Mike)**
- **Reading Spec Sheets (Pat)**



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## More Topics

- **Visible surface determination (Pat)**
- **Modeling (Andrew)**
- **The synthesis of realistic scenes (Andrew)**
- **Graphics in a networked environment (Pat)**



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## And, Even More Topics !

- **Animation (Andrew)**
- **Virtual Reality (Mike)**
- **Entertainment (Pat)**
- **References (Pat)**



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