

# **SIGGRAPH '99**

## **Introduction to Computer Graphics**

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### **Course Schedule**

<b>8:30 - 9:00</b>	<b>Welcome .....</b> <b>M</b> <b>Overview of the Course</b> <b>Some graphics to look at</b> <b>Overview of the Graphics Process</b>
<b>9:00 - 10:00</b>	<b>Modeling for Rendering and Animation.....A</b>
<b>10:00 - 10:15</b>	<b>Morning Break</b>
<b>10:15 - 11:15</b>	<b>Rendering.....A</b>
<b>11:15 - 12:00</b>	<b>Graphics display hardware .....O</b>
<b>12:00 - 1:30</b>	<b>Lunch</b>
<b>1:30 - 2:15</b>	<b>Animation.....A</b>
<b>2:15 - 3:00</b>	<b>Geometry for computer graphics.....M</b>
<b>3:00 - 3:15</b>	<b>Afternoon Break</b>
<b>3:15 - 3:30</b>	<b>Input devices .....M</b>
<b>3:30 - 4:00</b>	<b>Graphics on the World Wide Web.....M</b>
<b>4:00 - 4:30</b>	<b>Virtual reality .....O</b>
<b>4:30 - 4:45</b>	<b>Finding additional information.....M</b>
<b>4:45 - 5:00</b>	<b>General Q&amp;A.....All</b>

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**Course Note Table of Contents**

- A. Introduction**
- B. Overview of the Graphics Process**
- C. An Introduction to Modeling**
- D. 3D Object Modeling**
- E. A Glossary for Modeling and Animation**
- F. An Introduction to Rendering**
- G. Graphics Display Hardware**
- H. An Introduction to Animation**
- I. Computer Animation Techniques**
- J. Geometry for Computer Graphics**
- K. Input Devices**
- L. Graphics on the World Wide Web**
- M. Virtual Reality**
- N. Finding Additional Information**
- O. Glossary of Computer Graphics Terms**