

Course Syllabus

8:30 AM	Shreiner	Welcome & OpenGL Introduction
9:00 AM	Woo	Elementary Rendering
9:45 AM	Angel	Immediate Mode vs. Display Lists
10:00 AM	Woo	Matrix Transformations
10:15 AM		<i>Break</i>
10:30 AM	Woo	Matrix Transformations (continued)
11:15 AM	Shreiner	Lighting
12:00 PM		<i>Lunch</i>
1:30 PM	Angel	Texture Mapping
2:30 PM	Shreiner	Rasterization and Fragment Operations
3:00 PM	Angel	Framebuffers
3:15 PM		<i>Break</i>
3:30 PM	Angel	Framebuffers (continued)
4:00 PM	Shreiner	Pixel Operations and Imaging
4:30 PM	Woo	Feedback and Picking
4:45 PM	All	Summary, Q & A

Speaker Biographies

Dave Shreiner

**Member of the Technical Staff
Silicon Graphics Computer Systems**

Dave is a member of the OpenGL development team at Silicon Graphics Computer Systems. He has over 10 years of experience with visual simulation and scientific visualization, including 8 years at Silicon Graphics. He has presented several lectures and courses on OpenGL at various conferences, including SIGGRAPH. He is co-author of the OpenGL Programming Guide (Addison-Wesley, 3rd edition, 1999). Dave has a Bachelors degree in Mathematics from the University of Delaware, and is an Adjunct Professor of Computer Science at Santa Clara University.

Mason Woo

**Consultant
World Wide Woo**

After 10 years of training and marketing graphics libraries at Silicon Graphics, Mason Woo became an independent consultant in 1996. He is co-author of the OpenGL Programming Guide (Addison-Wesley, 3rd edition, 1999) and was formerly secretary of the OpenGL Architecture Review Board. Mason has previously taught courses at SIGGRAPH, the X Technical Conference, and Xhibition, and has been a speaker or panelist at JavaOne, Java University, OpenGL_Japan, the Japan Personal Computer Software Association, NCGA, VESA, Microsoft Win32 Professional Developer's Conference, Defense & Government Computer Graphics Conference, and SIGCHI & GI.

Edward Angel

**Professor of Computer Science and Electrical Engineering
University of New Mexico**

Edward Angel is Professor of Computer Science and Electrical and Computer Engineering at the University of New Mexico. He has over 25 years of experience in research and teaching in computer graphics and image processing. He is the author of the recent textbook: Interactive Computer Graphics: A Top-Down Approach with OpenGL (Addison-Wesley, 1997). He has taught approximately 100 professional short courses worldwide including at SIGGRAPH.

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