

Computer Graphics: CO 303

Lecture 0

Alohomora!

An introduction to Computer Graphics...

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Slightly Mad Productions

Project CARS (Community Assisted Racing Simulator)



Slightly Mad Productions

Project CARS (Community Assisted Racing Simulator)



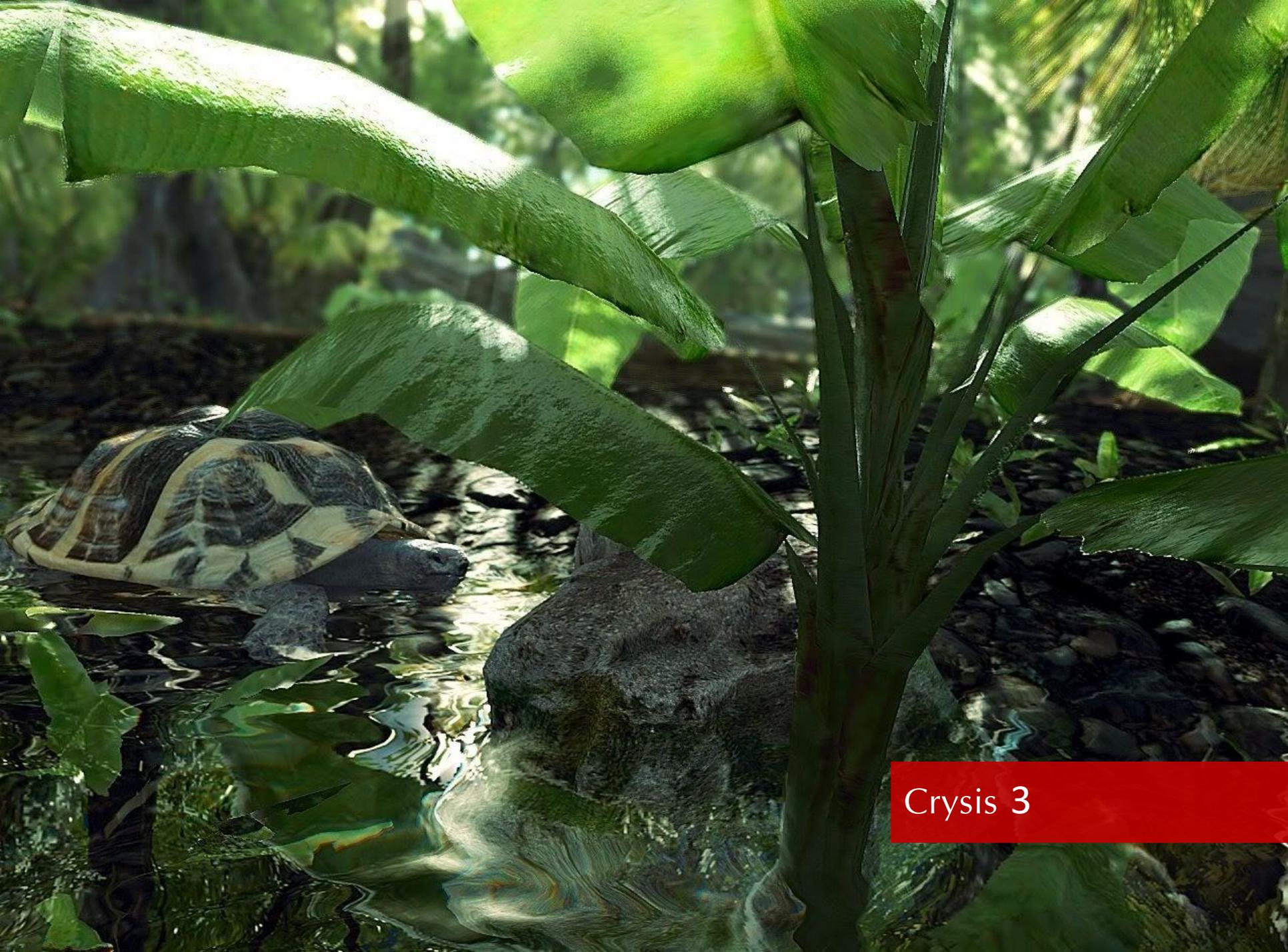
Slightly Mad Productions

Project CARS (Community Assisted Racing Simulator)



Slightly Mad Productions

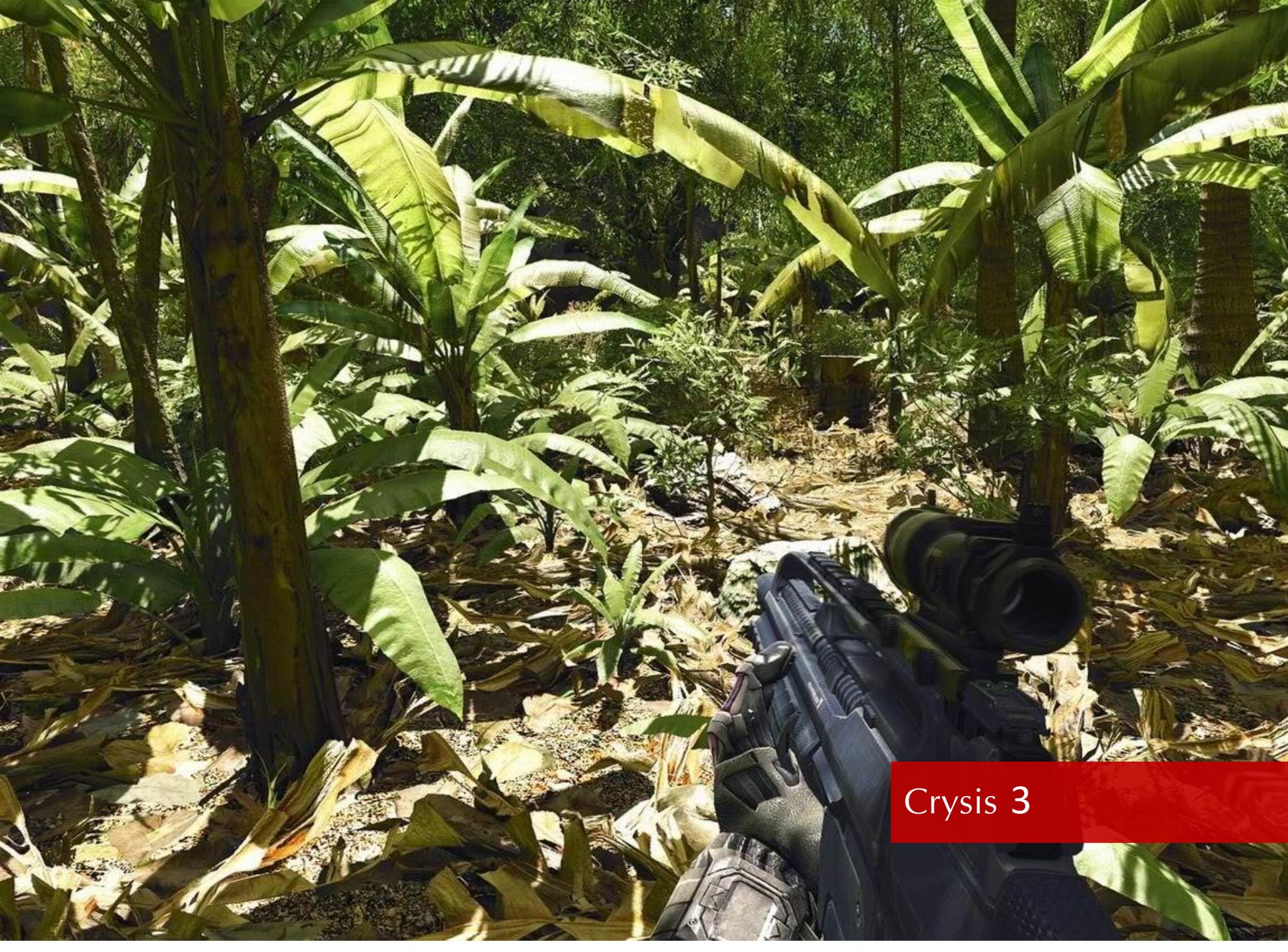
Project CARS (Community Assisted Racing Simulator)



Crysis 3



Crysis 3



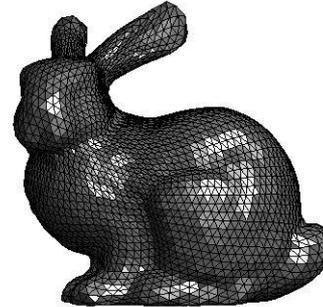
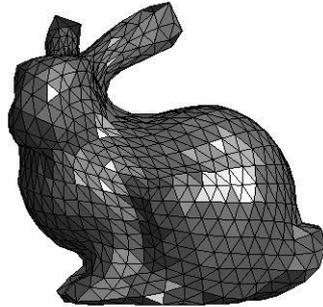
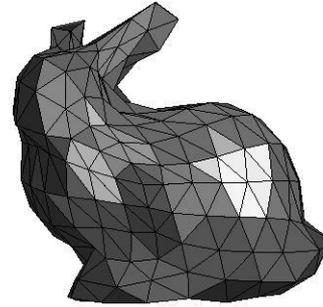
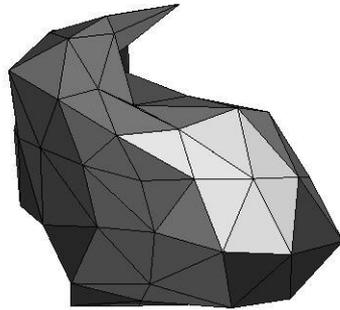
Crysis 3



FLOOR	SCORE	LIVES		HEALTH	AMMO	
2	4600	3		73%	73	



Far Cry



- CG involves display, manipulation and storage of pictures and data for proper visualization using a computer.

-Prof. Sukhendu Das, IIT-M

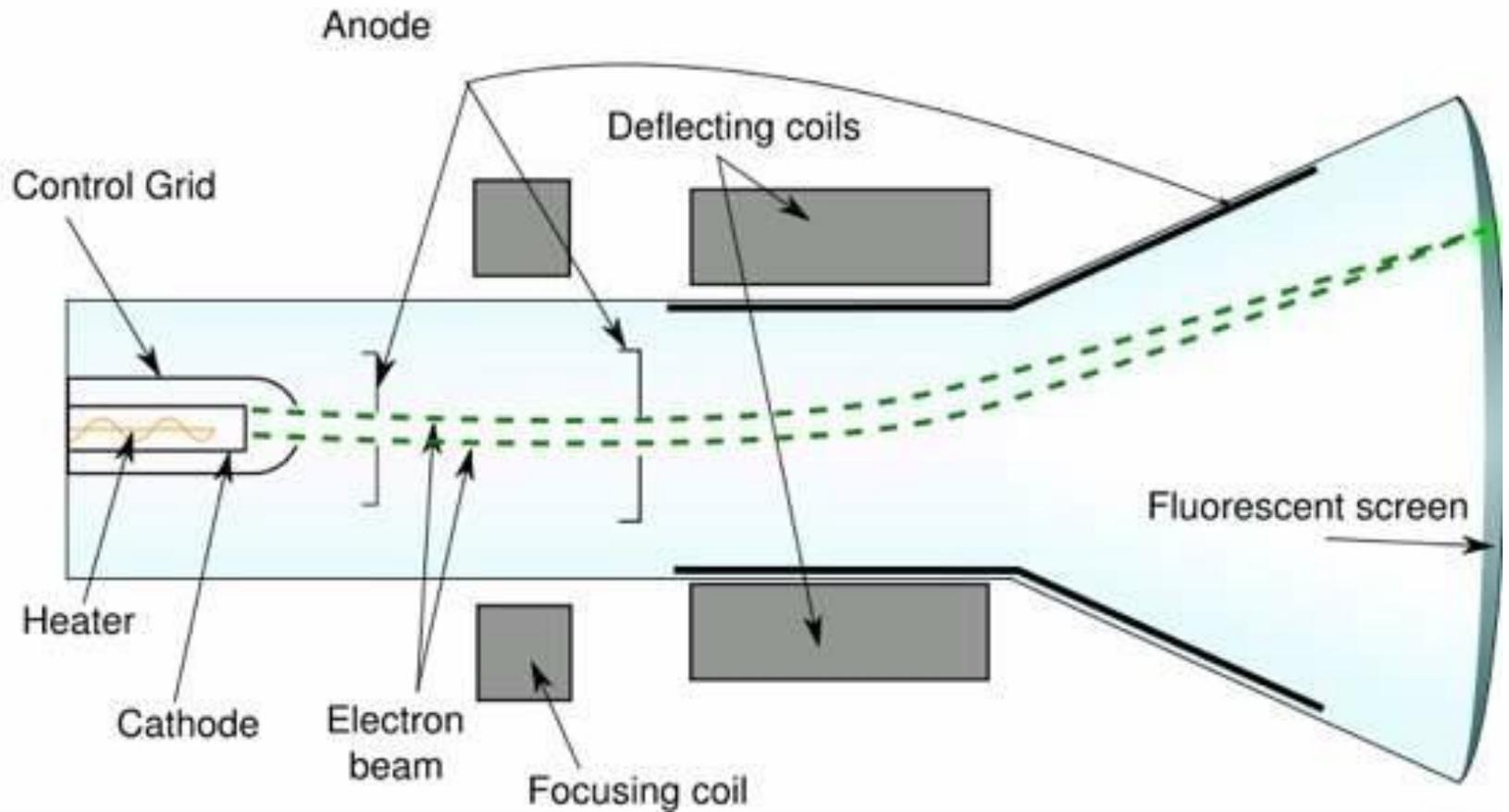
A Few concepts to be covered

- Display Systems
 - Old stuff: Random scan, Raster refresh displays, CRT displays, flat panel displays
- Transformations
 - Affine (2D & 3D): Rotation, Translation, Scale, Reflection, Shear
 - Viewing: Perspective, orthographic, isometric....

A Few concepts to be covered

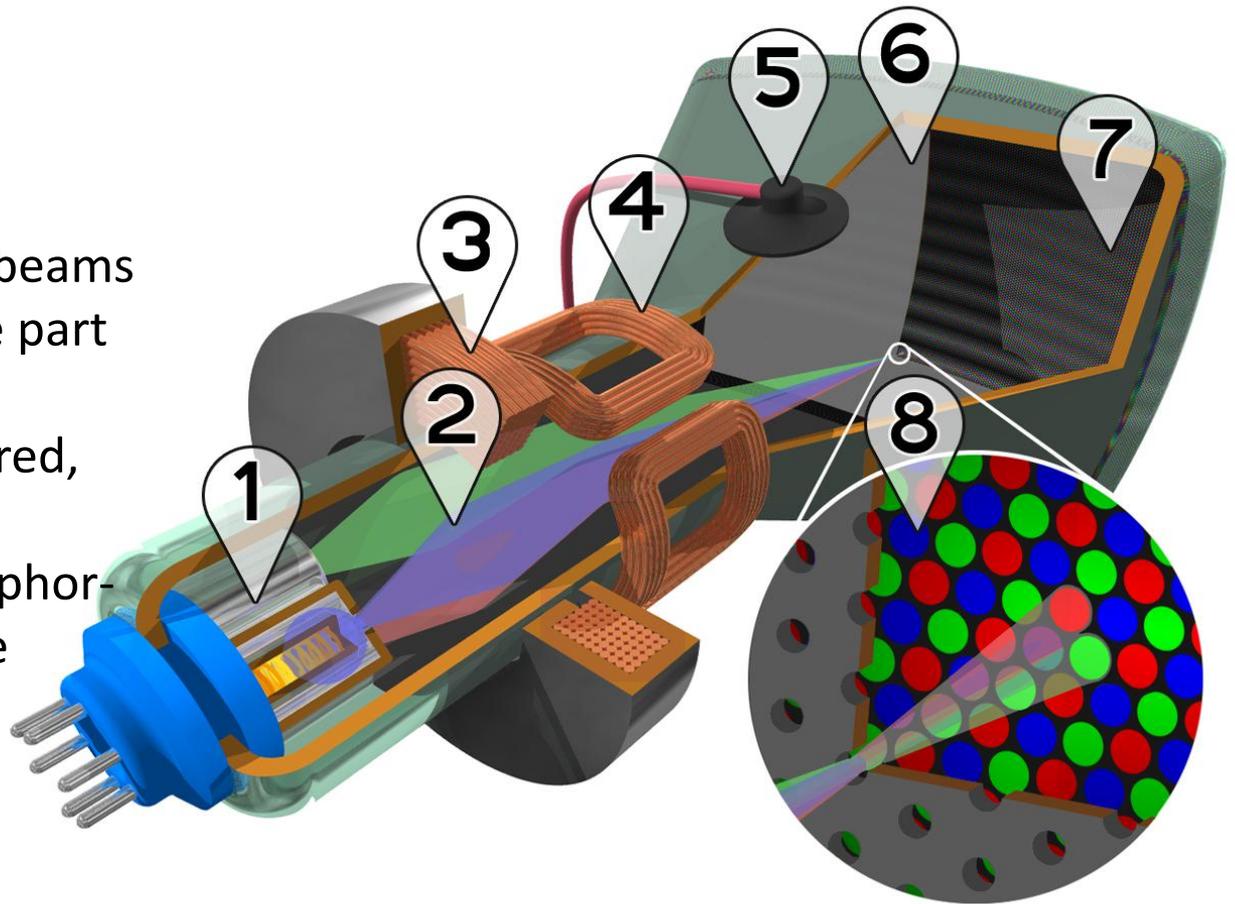
- Scan conversion and clipping
 - Drawing of points, Lines, markers, curves, circles, ellipses
- Hidden surface removal
- Shading and Illumination
- And some more.....

CRT



CRT (from Wiki)

1. Three Electron guns (for red, green, and blue phosphor dots)
2. Electron beams
3. Focusing coils
4. Deflection coils
5. Anode connection
6. Mask for separating beams for red, green, and blue part of displayed image
7. Phosphor layer with red, green, and blue zones
8. Close-up of the phosphor-coated inner side of the screen



THANKS!