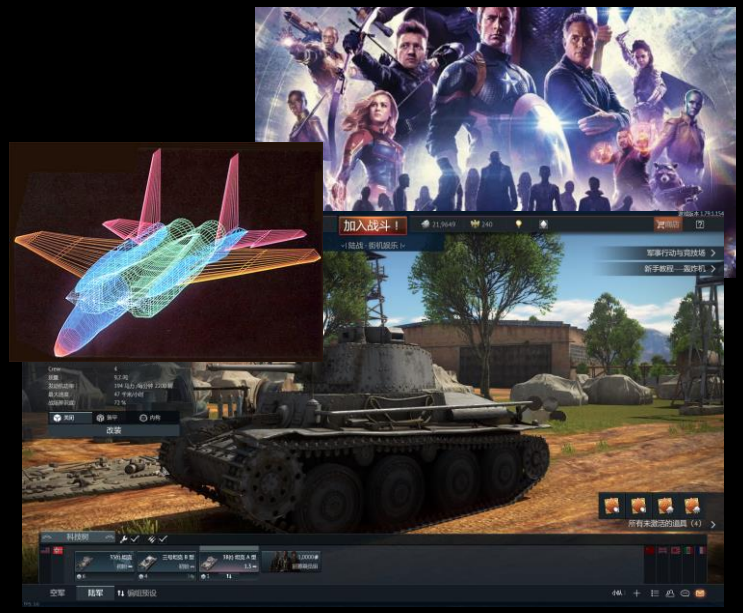
Computer Graphics

IBM 7090



Group10

1960

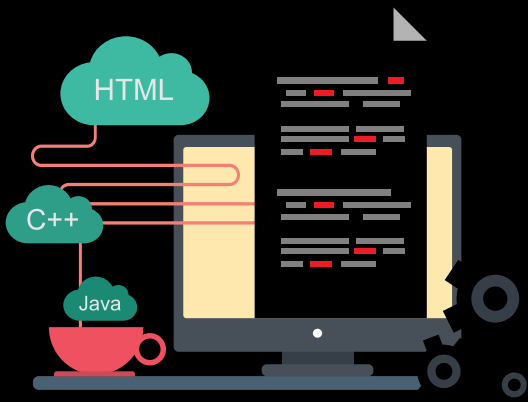
Now

The various technologies used to create and manipulate such pictorial data

Objective World

Model Generation

Object Model



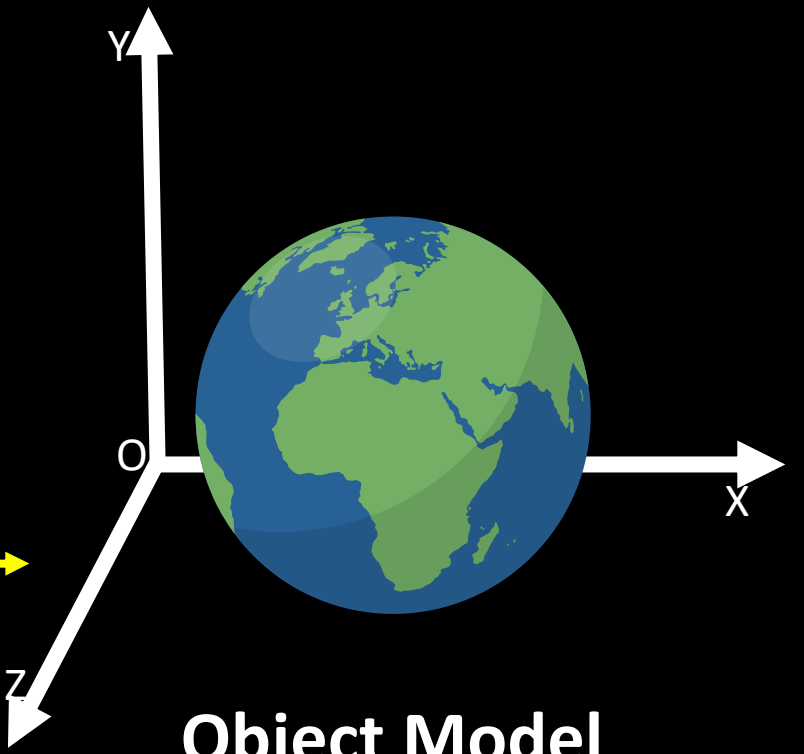
Graphics Generation

Graphic Display

Model Generation

Objective World

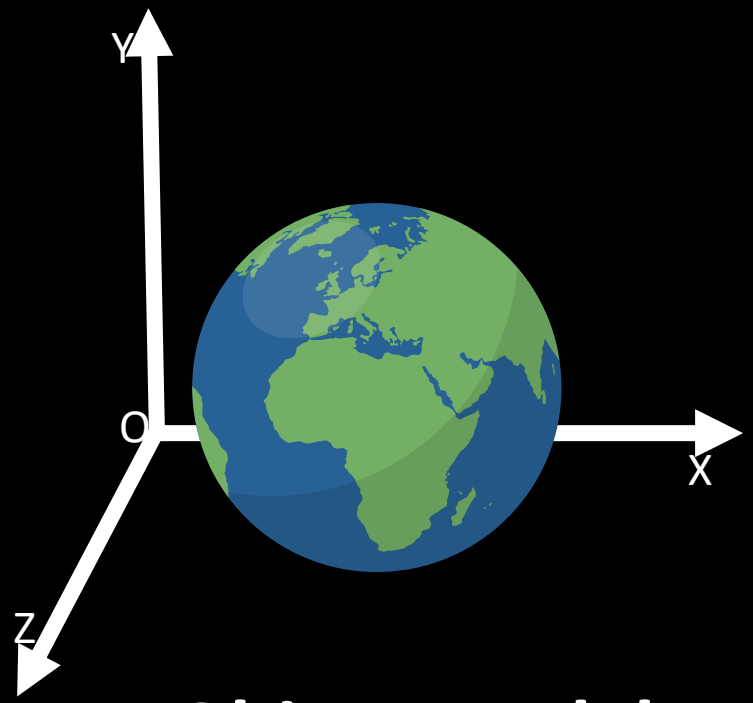
Human-Computer Interaction



Object Model

Graphics Generation

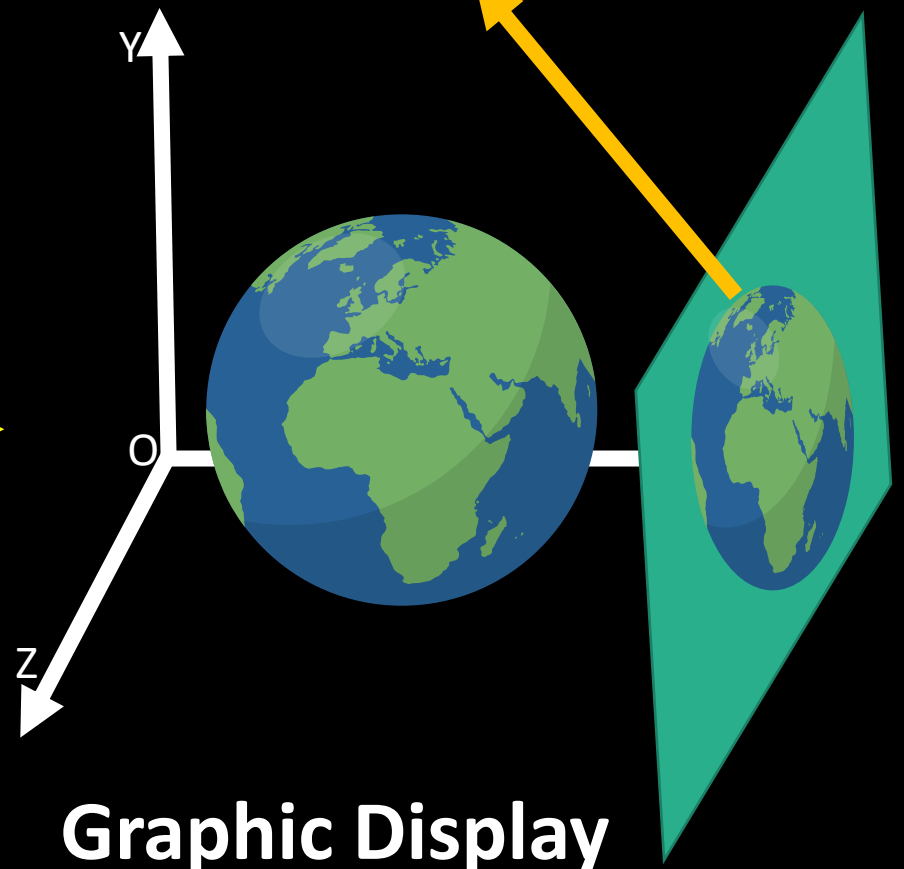
Data—Can't be seen



Object Model

Programming

Image—Can be seen



Graphic Display

Graphic Processing Unit

Graphics hardware

Model Generation

Graphics Generation

Objective World → **Object Model** → **Graphic Display**

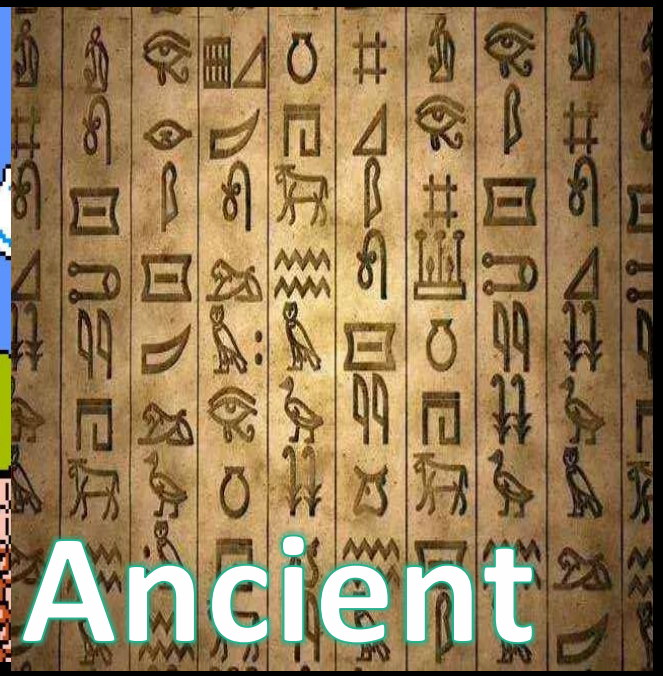
Graphics Input Device

Graphic Display Device

TOMB RAIDER
Game

Movie

知乎 @黑西


Ancient

Future