MINESWEEPER GAME



**CHAPTER 1**

**INTRODUCTION**

**1.1 OVERVIEW**

The term “Computer Graphics” includes almost everything on computers that is not text or sound. Today nearly all computers use some graphics and users expect to control their computer through icons and pictures rather than just by typing. Computer graphics is the field of visual computing, where one utilizes computers both to generate visual images synthetically and to integrate or alter visual and spatial information sampled from the real world. The term computer graphics has several meanings:

* The representation and manipulation of pictorial data by a computer.
* The various technologies used to create and manipulate such pictorial data.
* The sub-field of computer science which studies for digitally synthesizing and

manipulating visual content.

This field can be divided into several areas: real-time 3D rendering (often used in video games), video capture and video creation rendering, special effects editing (often used for movies and television), image editing and modelling (often used for engineering and medical purposes).

**1.2 INTRODUCTION TO COMPUTER GRAPHICS**

Computer graphics are graphics created using computers and the representation of image data by a computer specifically with help from specialized graphic hardware and software. The interaction and understanding of computers and interpretation of data has been made easier because of computer graphics. Computer graphic development had a significant impact on many types of media and has revolutionized animation, movies and the video game industry.

The term computer graphics has been used in abroad sense to describe "almost everything on computers that is not text or sound".

Many powerful tools have been developed to visualize data. Computer generated imagery can be categorized into several different types: two dimensional (2D), three dimensional (3D), and animated graphics. As technology has improved, 3D computer graphics have become more



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