

COMPUTER GRAPHICS

Creation



Manipulation



Storage

Visual or Graphics

by COMPUTER

A picture is worth a thousand words

ORIGIN

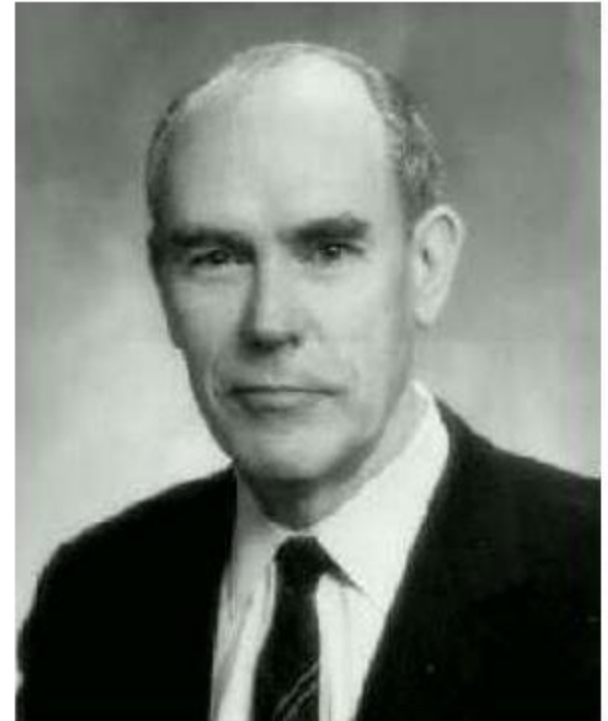
IVAN SUTHERLAND

1963

MIT

Cambridge, US

Ph.D. Thesis



INSTRUMENT/DEVICE

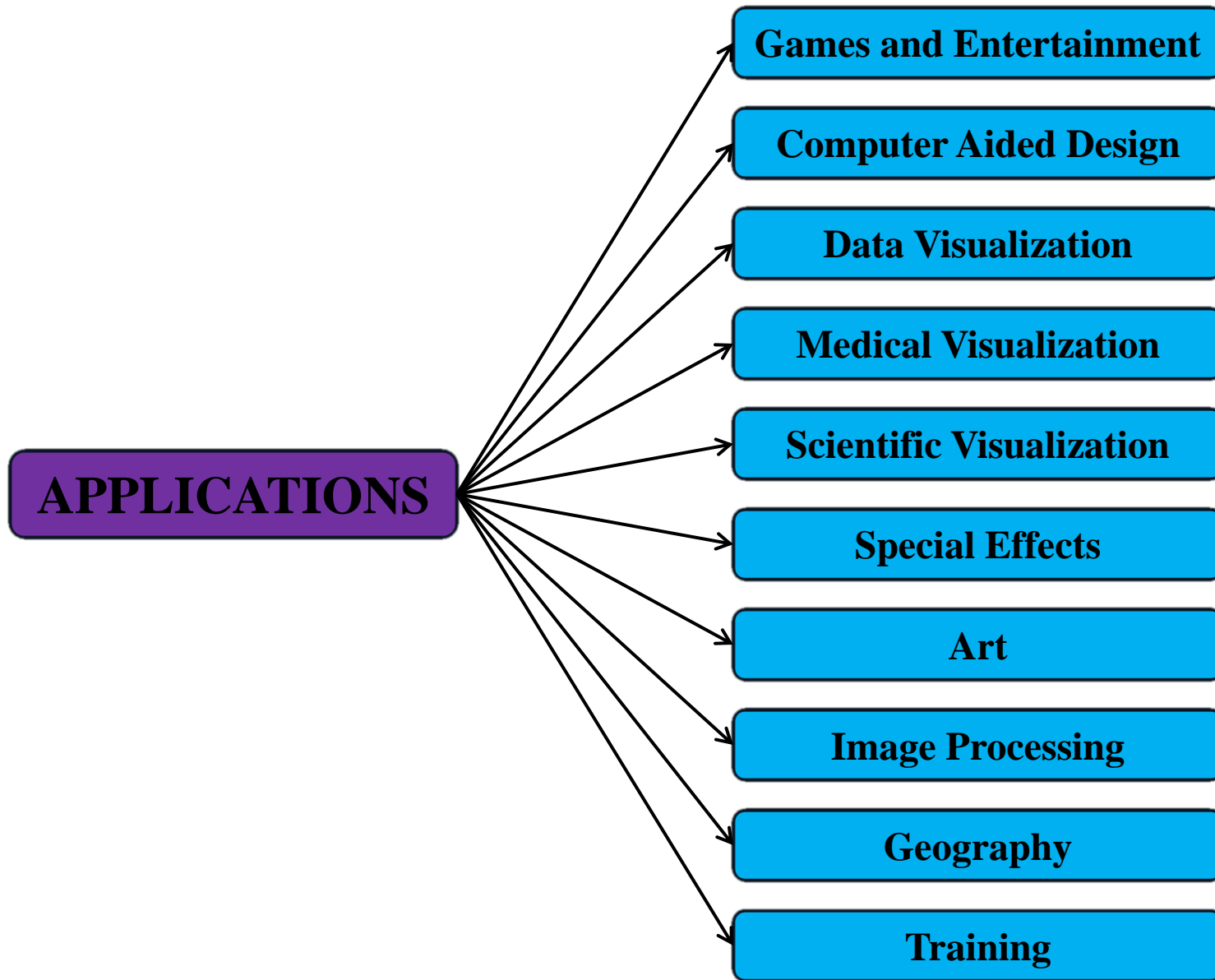
Sketchpad: Graphical Communication System (Man & Machine)

First - truly interactive system

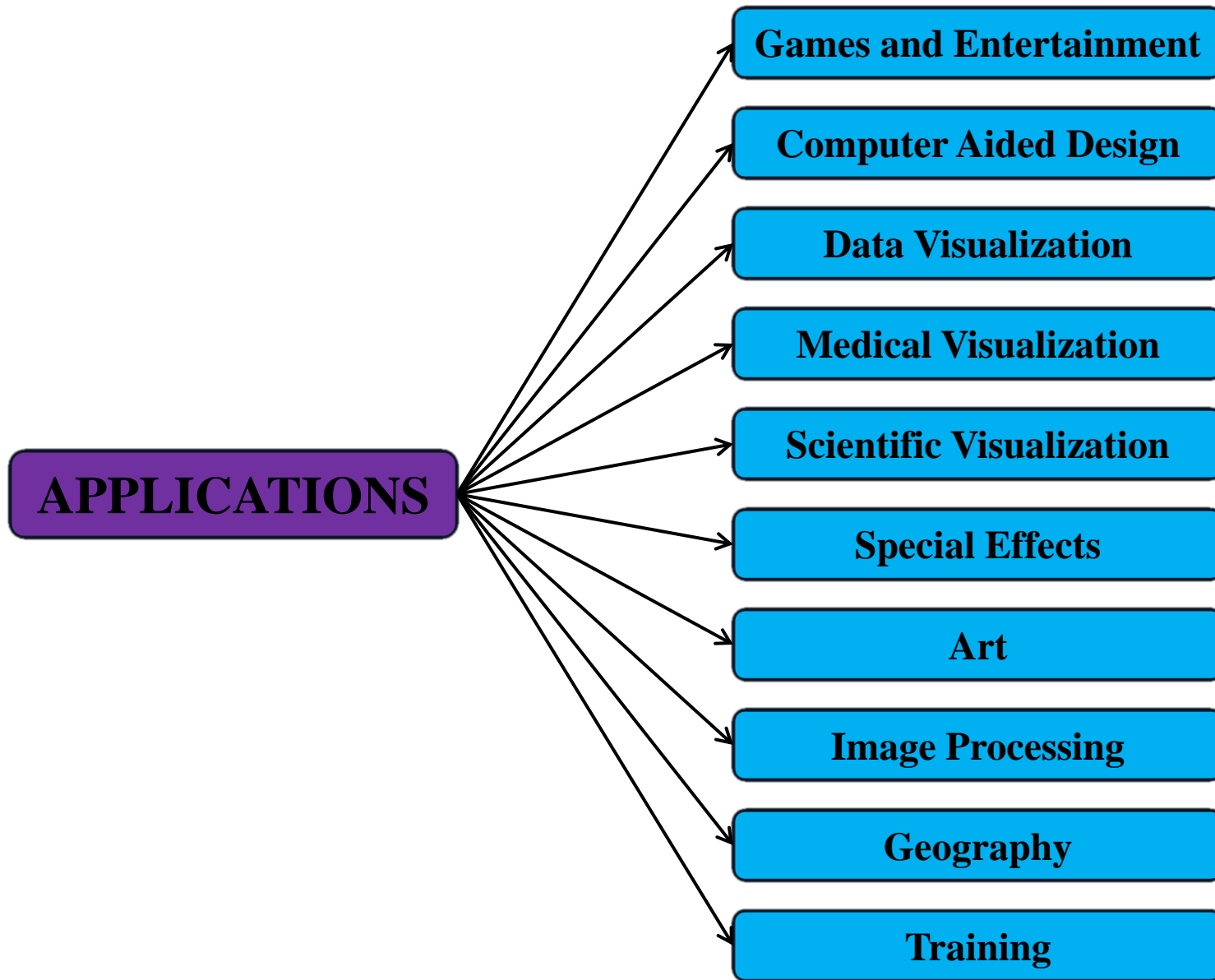


CRT monitor, Light pen and Function key panel

APPLICATIONS



APPLICATIONS



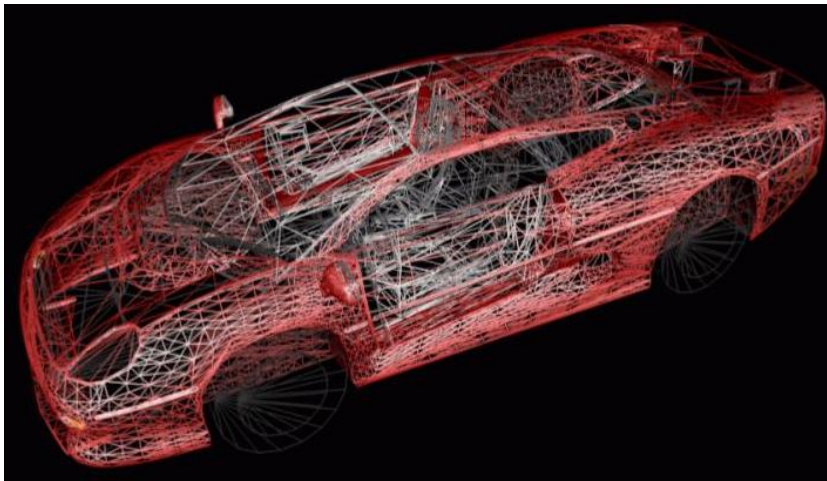
Games and Entertainment



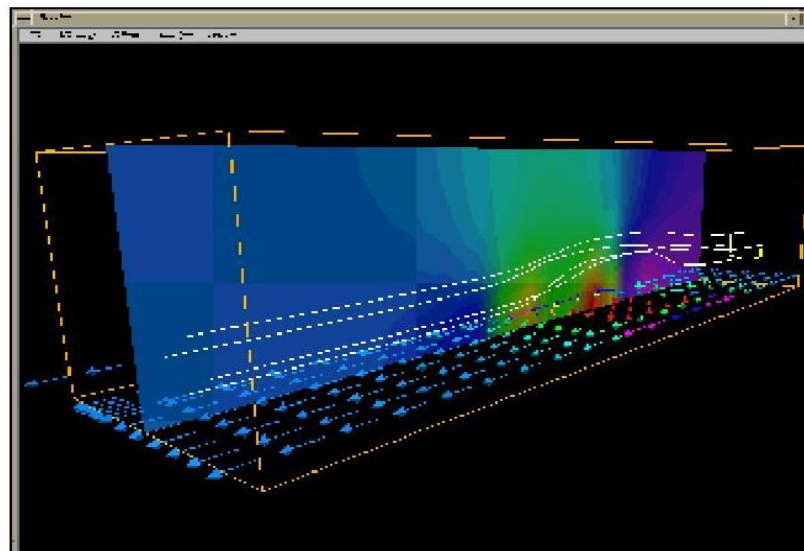
Games and Entertainment



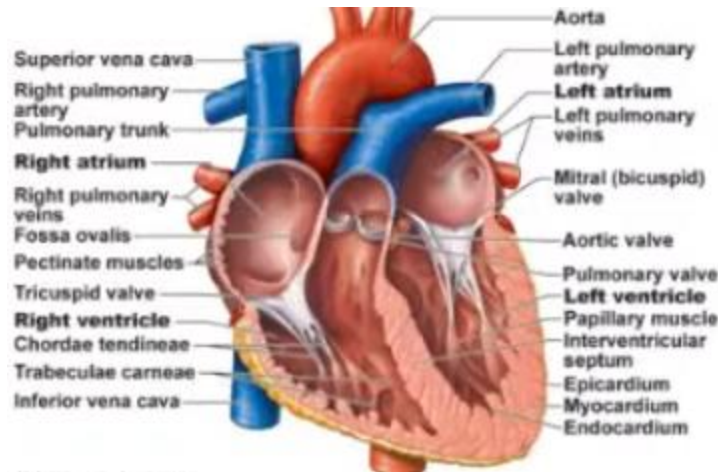
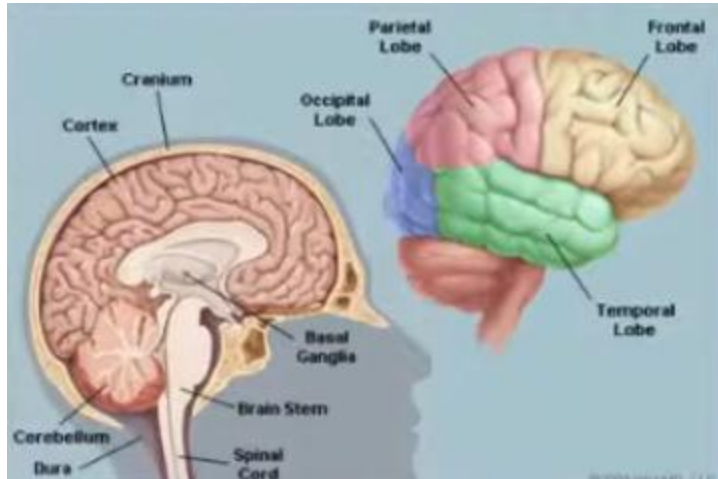
Computer Aided Design



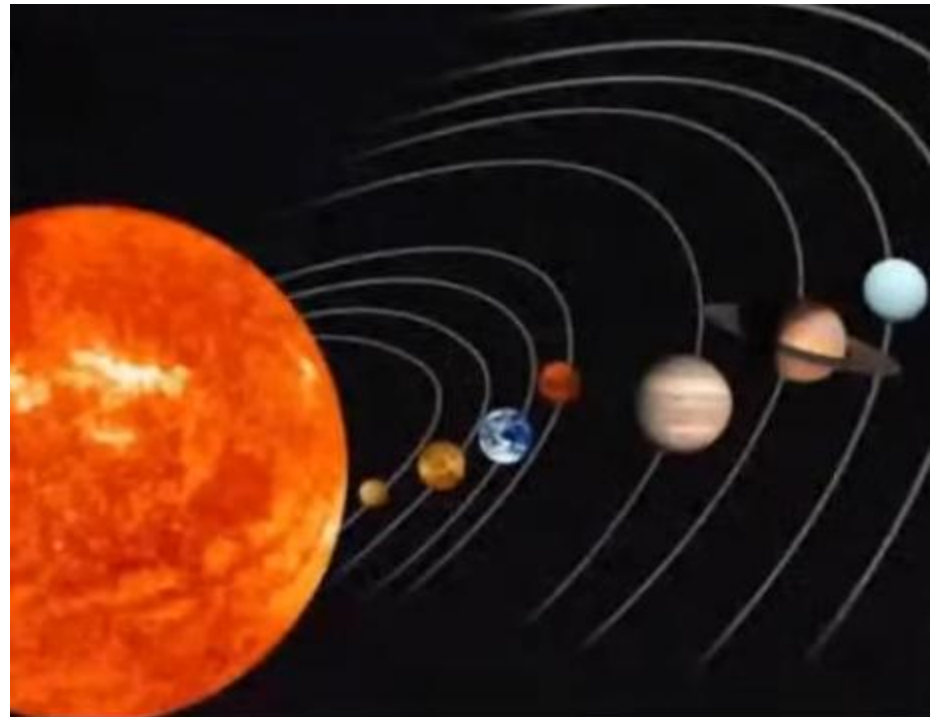
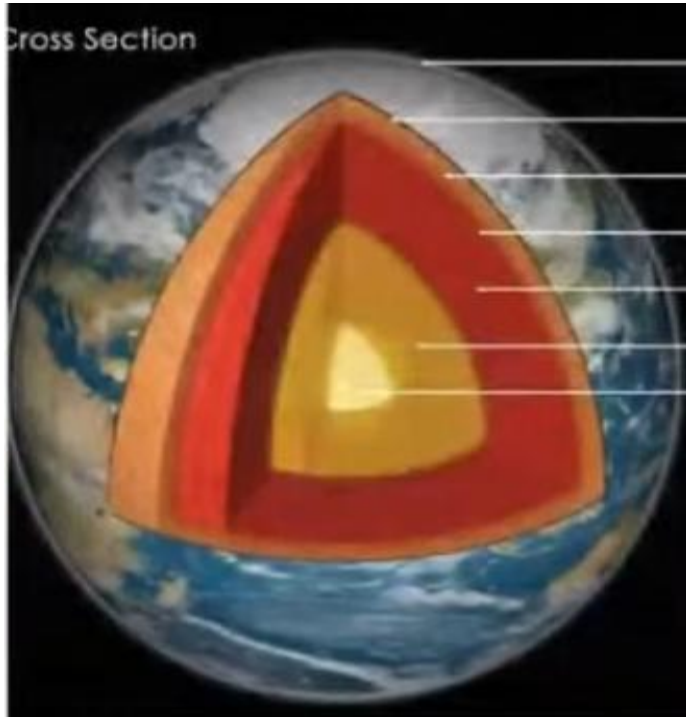
Data Visualization



Medical Visualization



Scientific Visualization



Special Effects



Art

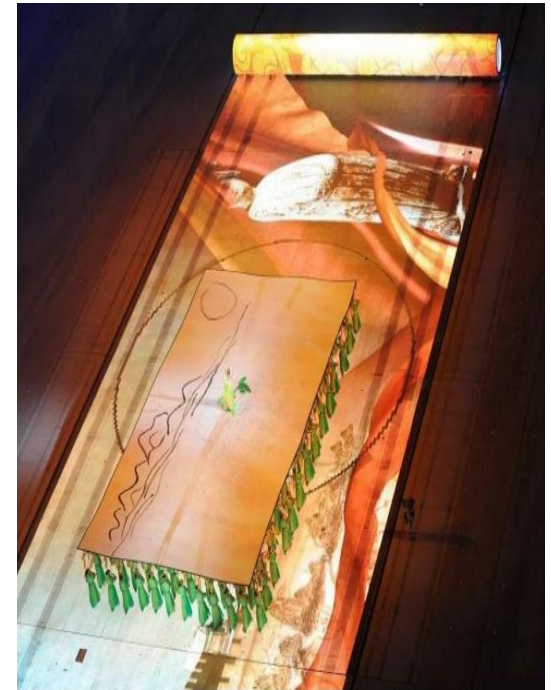
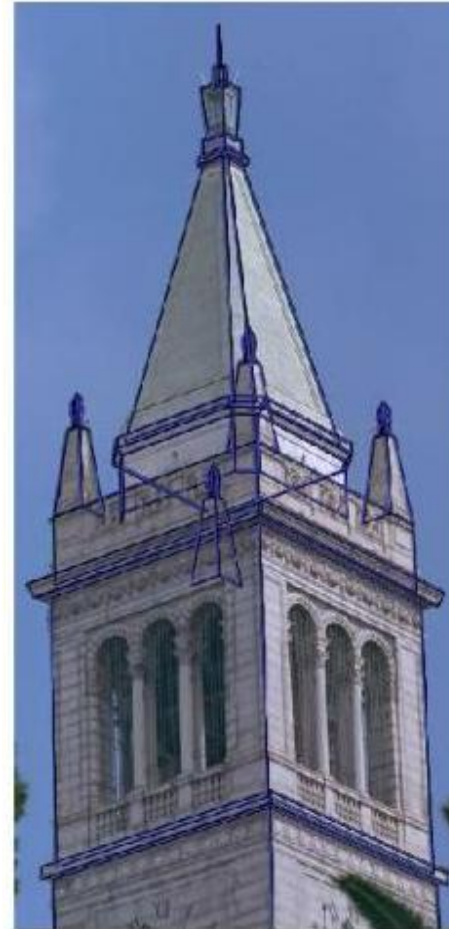
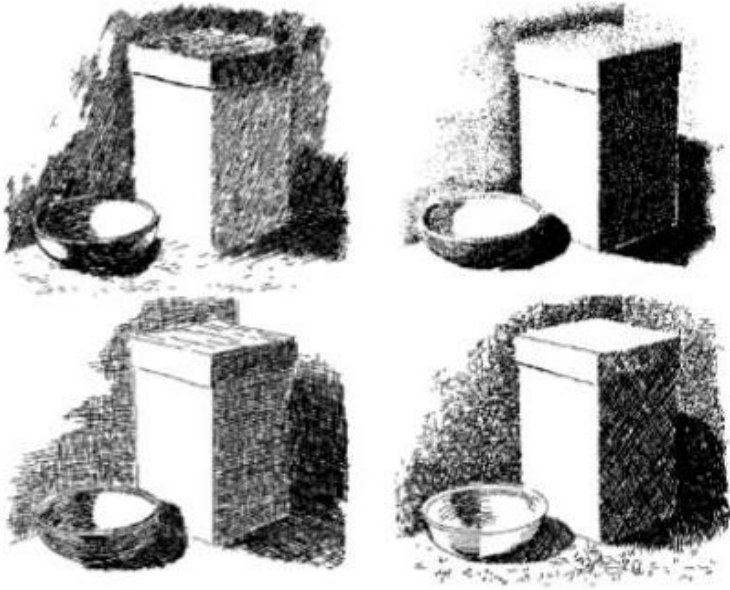


Image Processing



Geography



Landsat



TruFlite™



Training



**Thank you for your
patience and attention!!!**

Computer Graphics: (Image/Picture)
Generation
Processing
Editing and
Store
(by computers)

Application of Computer Graphics

Computer graphics user interfaces (GUIs)

Business presentation graphics

Weather Maps

Satellite Imaging

Photo Enhancement/Art

Medical imaging

Engineering drawings

Architecture

Training

Entertainment

Simulation and modeling

