

A Brief History of Computer Graphics



Oregon State
University

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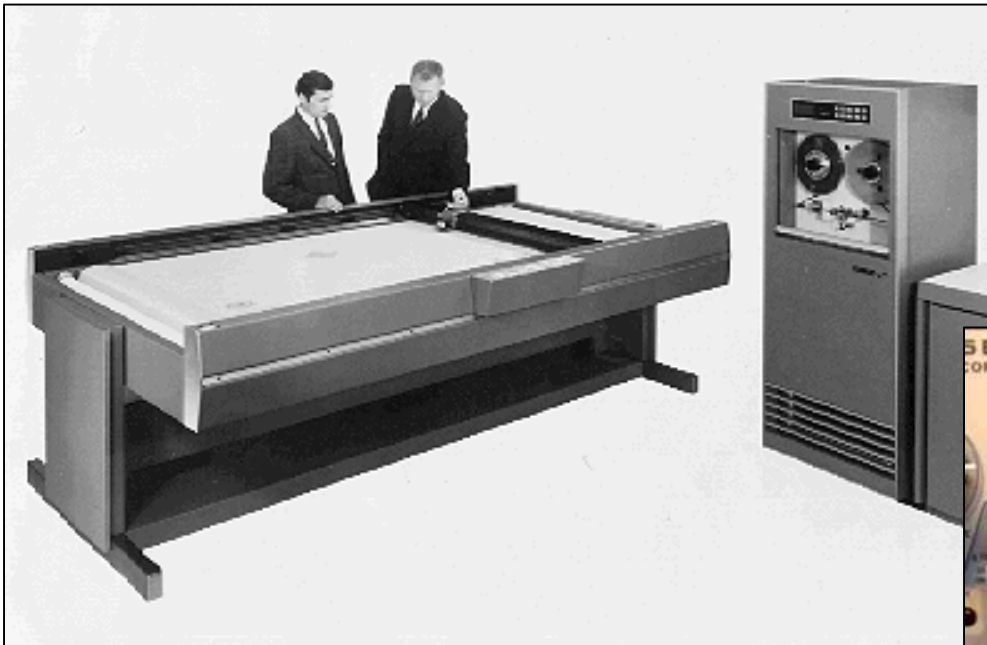


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Computer Graphics

1950s

- Pen Plotters
- Computer-controlled oscilloscopes



1960s

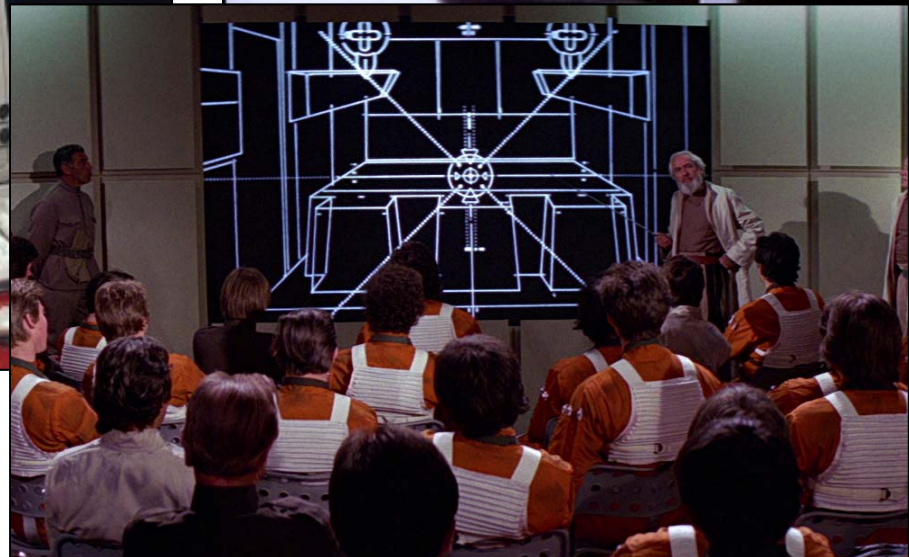
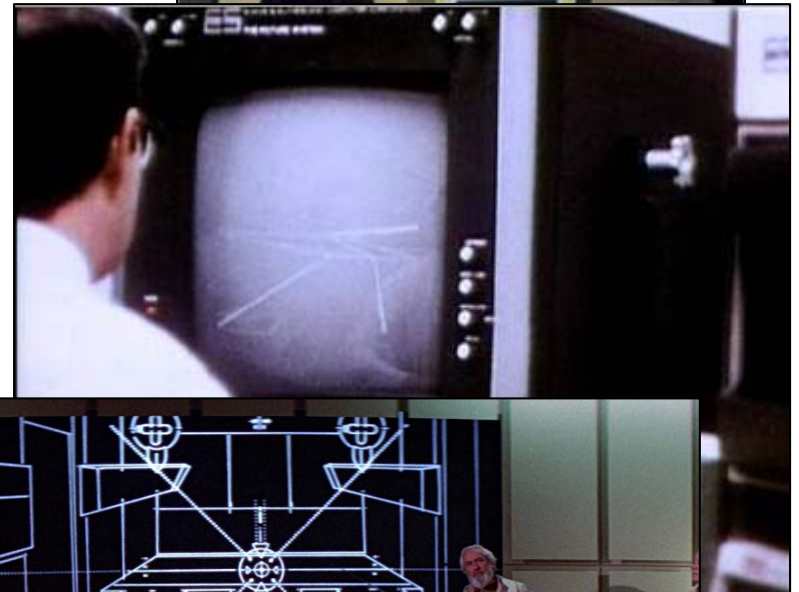
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- Vector displays
- Interaction
- Ivan Sutherland's SketchPad project



1970s

- Direct View Storage Tubes (Oregon's own **Tektronix!**)
- Color raster displays (CRTs)
- Hardware-accelerated vector displays
- Commercial production companies emerge
- SIGGRAPH conferences (started in 1974)
- Star Wars Episode IV



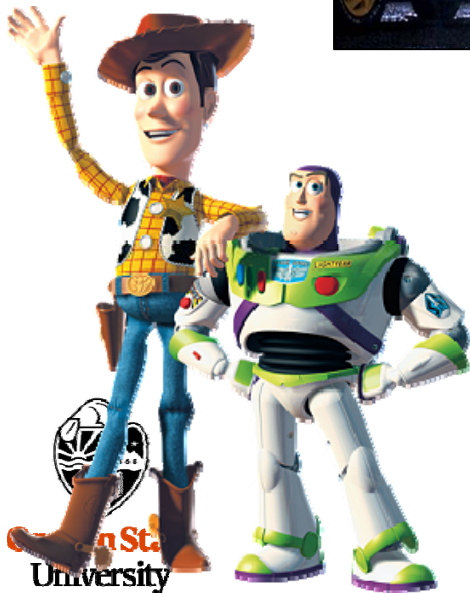
1980s

- Dynamic color raster displays
- Flight simulators
- Silicon Graphics, Inc. (SGI)
- Pixar
- Scientific visualization
- Luxo Jr., Tin Toy
- The Last Starfighter, TRON, Star Trek II: The Wrath of Khan, Young Sherlock Holmes, The Abyss
- **Jen-Hsun Huang graduates from Oregon State with a BSEE degree, 1984**



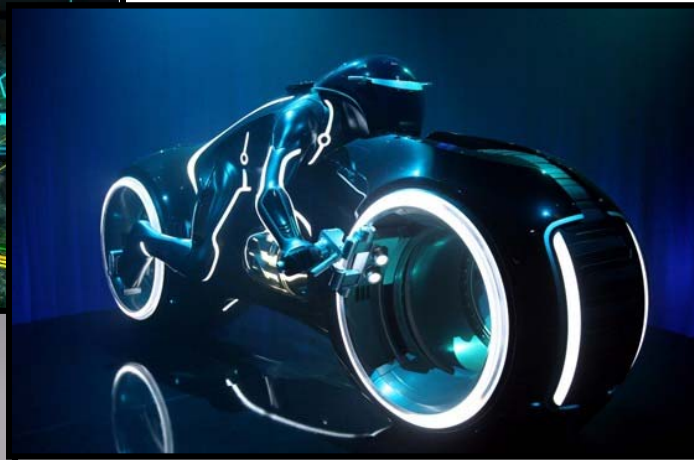
1990s

- Texture-mapping in hardware
- OpenGL
- PC graphics cards
- Terminator 2, Jurassic Park, Toy Story, Star Wars Episode 1



2000s

- Shaders
- OpenGL-ES (Embedded Systems, i.e., intended for underpowered hardware)



2000s

- So much a part of movies that we don't even recognize it



Where Are We Now?

- Ongoing OpenGL-ES merger with OpenGL desktop
- Mobile platforms
- 3D movies
- Virtual and Augmented Reality
- Vulkan



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