**CHAPTER 1**

**INTRODUCTION**

* 1. **About Computer Graphics:**

[**Graphics**](https://www.geeksforgeeks.org/introduction-to-computer-graphics/geeksforgeeks.org/computer-graphics-2/) are defined as any sketch or a drawing or a special network that pictorially represents some meaningful information. Computer Graphics is used where a set of images needs to be manipulated or the creation of the image in the form of pixels and is drawn on the computer. Computer Graphics can be used in digital photography, film, entertainment, electronic gadgets, and all other core technologies which are required. It is a vast subject and area in the field of computer science. Computer Graphics can be used in UI design, rendering, geometric objects, animation, and many more. In most areas, computer graphics is an abbreviation of CG. There are several tools used for the implementation of Computer Graphics. The basic is the <graphics.h> header file in Turbo-C, Unity for advanced and even OpenGL can be used for its Implementation. It was invented in 1960 by great researchers Verne Hudson and William Fetter from Boeing. It is also an extremely effective medium for communication between man and computer; a human being can understand the information content of a displayed diagram or perspective view much faster than he can understand a table of numbers or text containing the same information. Thus computer graphics is being used more extensively. There is a lot of development in hardware and software required to generate images, and nowadays the Cost of hardware and software is dropping rapidly. Due to this, interactive computer graphics is becoming available to more and more people.