

Sept 12th

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## Quick Intro to Graphics Processing

Started in 70's

high volume application market

GPU - accelerator for graphics processing

Input: Description of scene  $\Rightarrow$  Geometry & surface properties.

Output: Array of colored pixels

Real-time, heavy computational problem.

Triangles: Planar, piece-wise linear approx. for everything.

Colors: Simple (metal sphere) complicated (humans)

Lights: Interaction of surf