

*1960s interfaces*

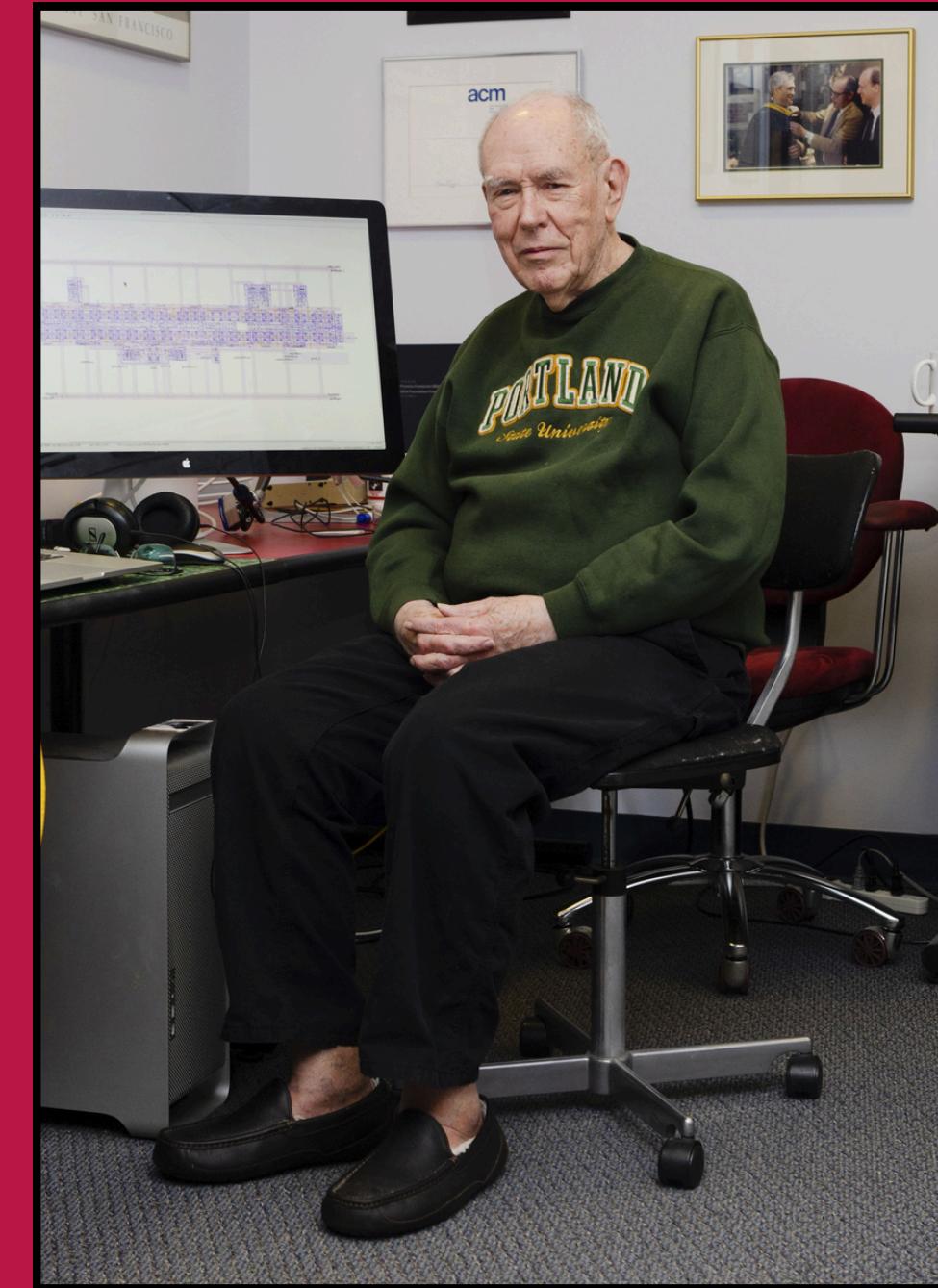
# FROM PEN TO PIXEL

BY AKASH AND NIYOMI

*introduction*

# IVAN SUTHERLAND

Ivan Sutherland is a pioneering computer scientist known as the "Father of Computer Graphics." He created Sketchpad in 1963, the first program that let users draw on a computer screen, paving the way for modern graphical interfaces. In 1968, he also developed the first head-mounted display, an early version of virtual reality, greatly influencing today's technology.



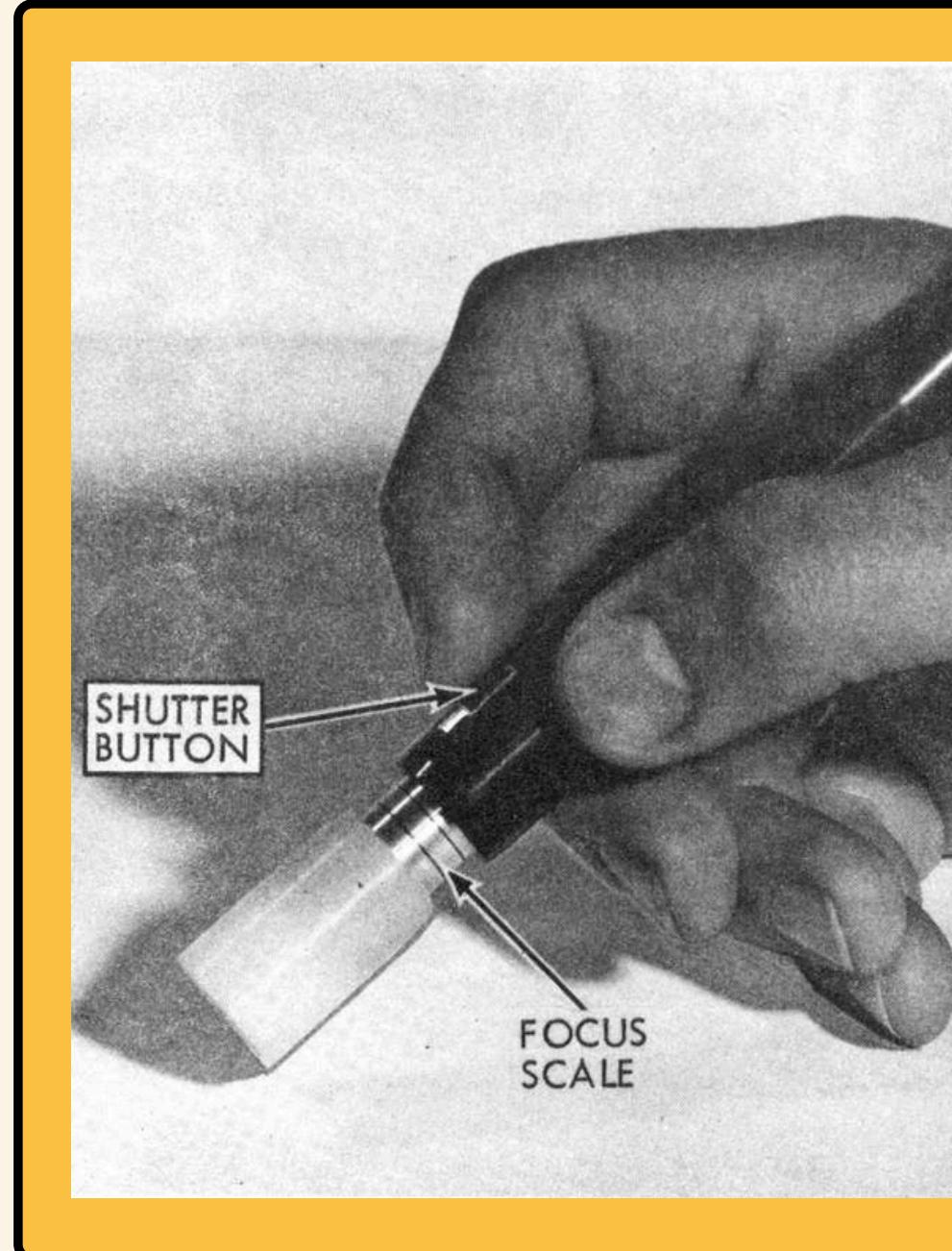
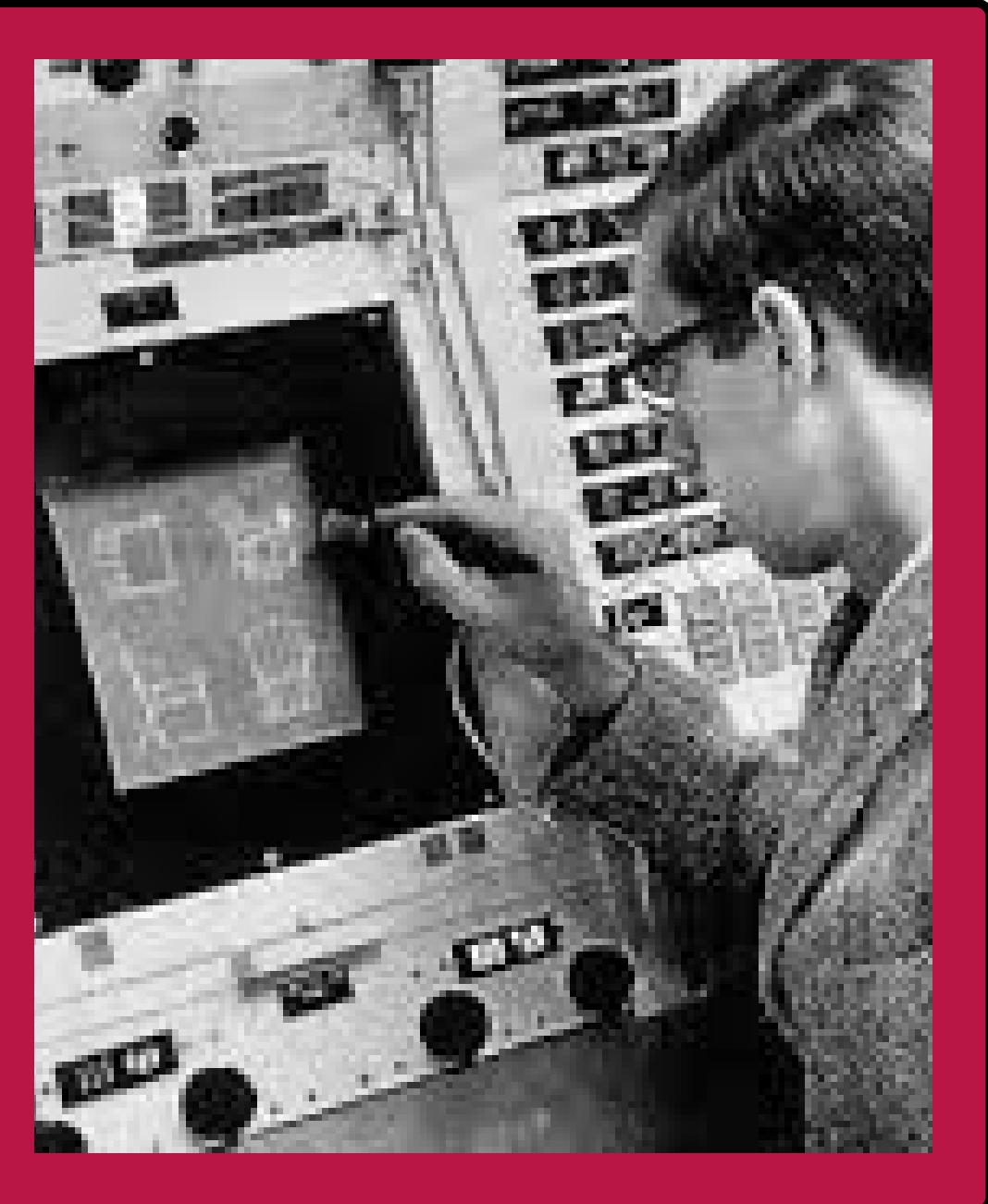


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# SKETCHPAD 1963

Sketchpad, created by Ivan Sutherland in 1963, was the first software that allowed users to draw directly on a computer screen. It introduced many ideas that are still used in computer graphics today and marked the beginning of graphical user interfaces (GUIs). Sketchpad made it possible for people to interact with computers visually, which was a major breakthrough in how computers could be used.





ID 1





# VR HEADSET 1968

Ivan Sutherland created the first virtual reality headset in 1968, called "The Sword of Damocles." It was an early device that displayed simple 3D images, paving the way for modern VR technology

Hi I'm Niyomi, I'm sorry I couldn't  
be there, but I hope all of you  
got a good understanding of  
innovations of 1960's :)