

1 Introduction

Typography, 字体设计是矢量的。The Quick Brown Fox Jumps Over The Lazy Dog.

Rasterization, real time($\geq 30\text{FPS}$) Curves and curvature Ray tracing animation simulation
We learn graphics, not graphics apis. 需要猜测的是计算机视觉的事情，不是计算机图形学的事情。图形学 computer graphics 研究 model 和从 model 到 image。计算机视觉 computer vision 研究 image 和从 image 到 model。

”fundamentals of computer graphics” a book.

integrated development environment

2 A swift and Brutal introduction to linear algebra

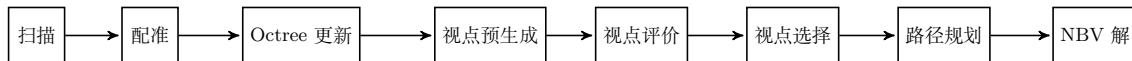


图 1: zsz