

# Lecture 1

Introduction to Computer Graphics

SCC-1010: Graphics, 2019

Christian Millán

# 1. Introduction



“Computer graphics provides methods to generate images using a computer.”  
**(Klawonn, 2012)**

“Science and art of communication visually via computer’s display and its interaction devices .”  
**(Hughes, 2014)**

“Computer Graphics (CG) is the use of computers to generate images”  
**(Guha,2019)**

# Animate movies



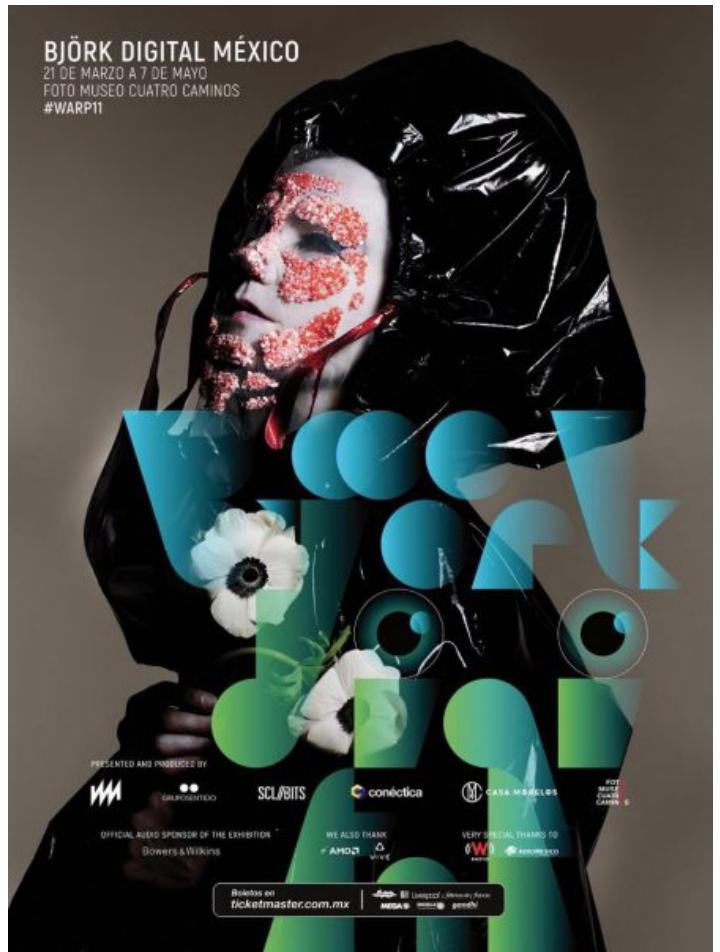
# Music



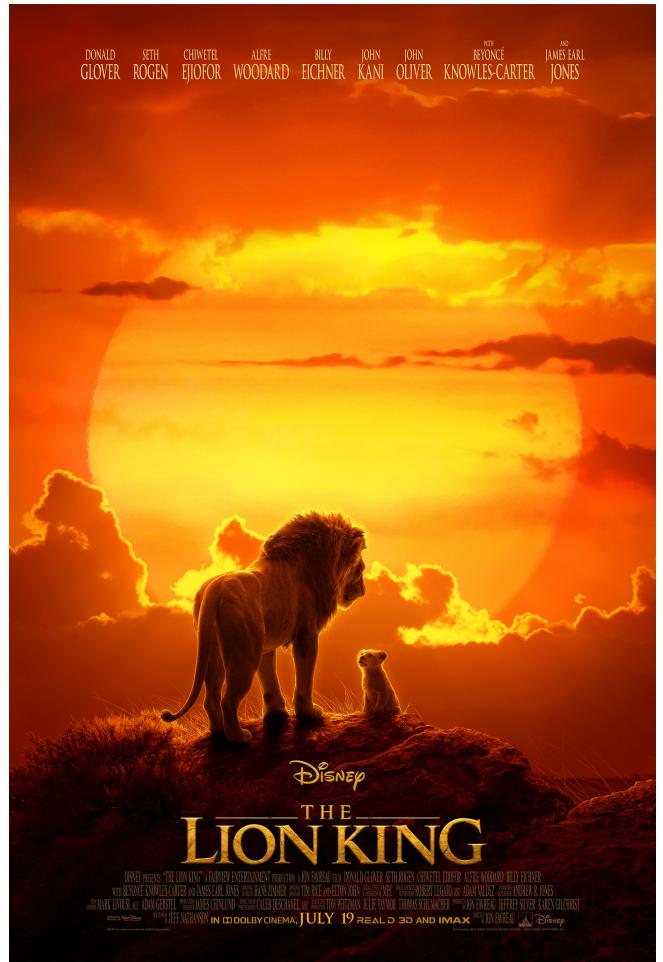
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# Movie poster



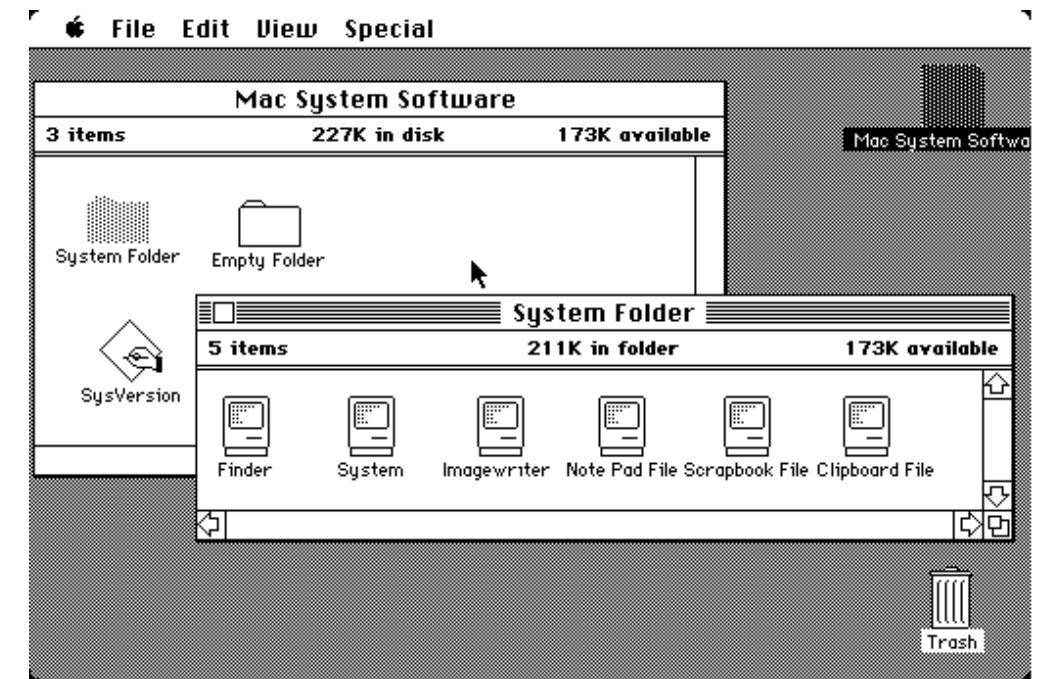
# Advertising posters

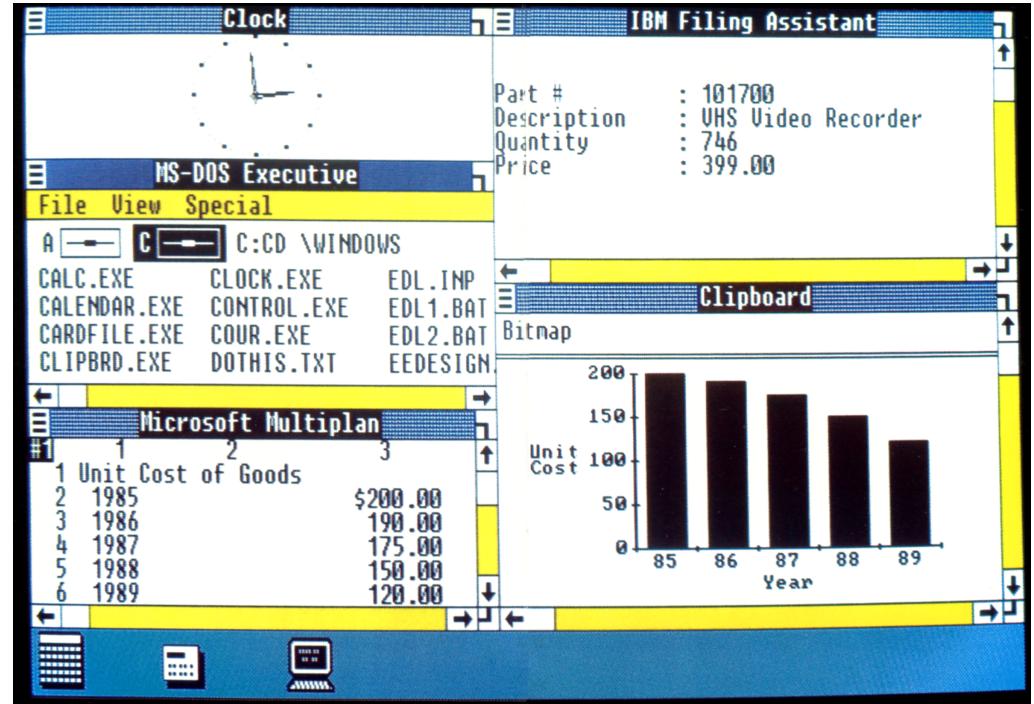
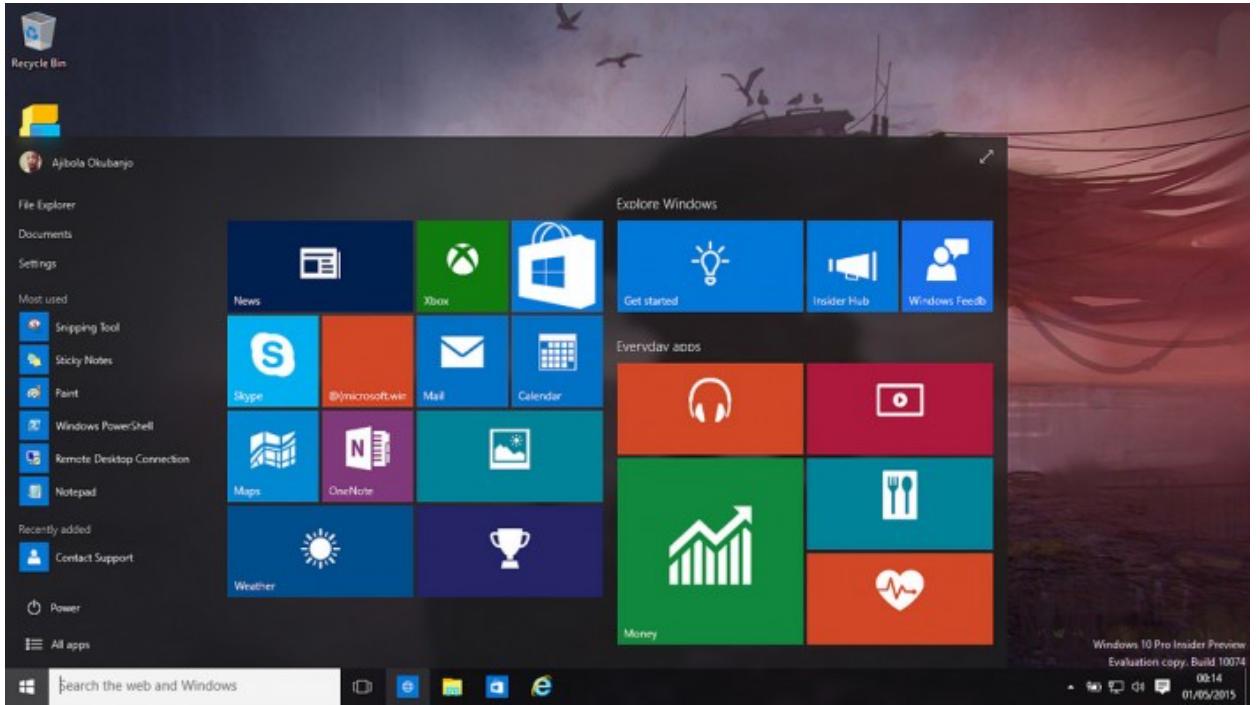


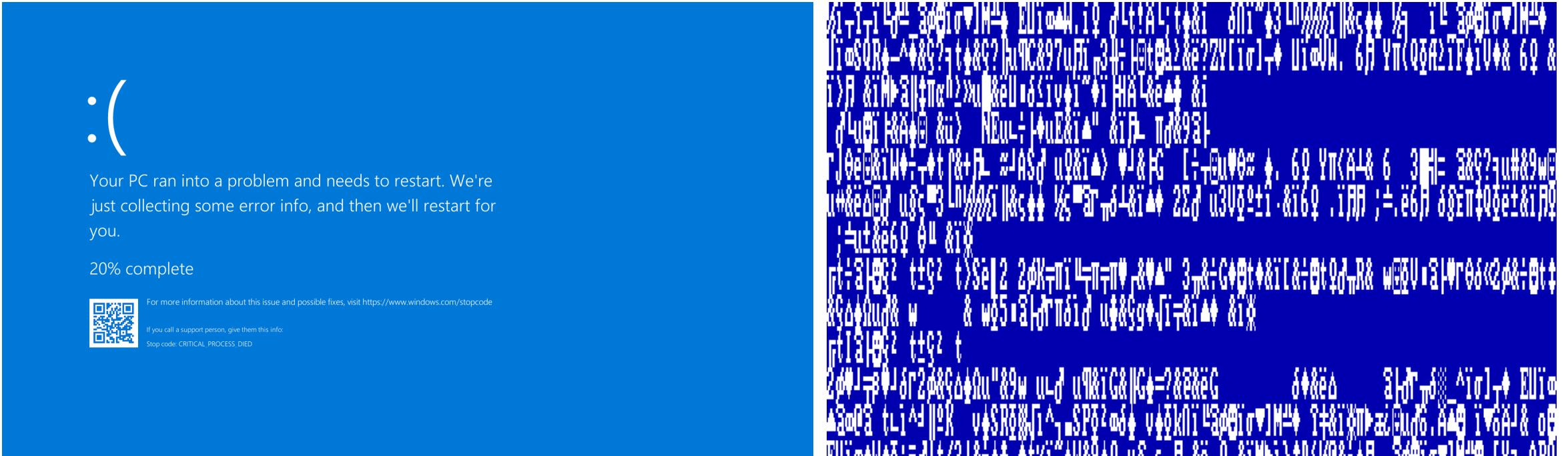
# Video Games



# Graphic User Interfaces







# Charts

### Capacity by Energy Source

When looking at capacity by source type, a few things jump out. First, notice the sheer number of energy sources used across the United States. More interestingly, notice the geographic stratification of energy sources...

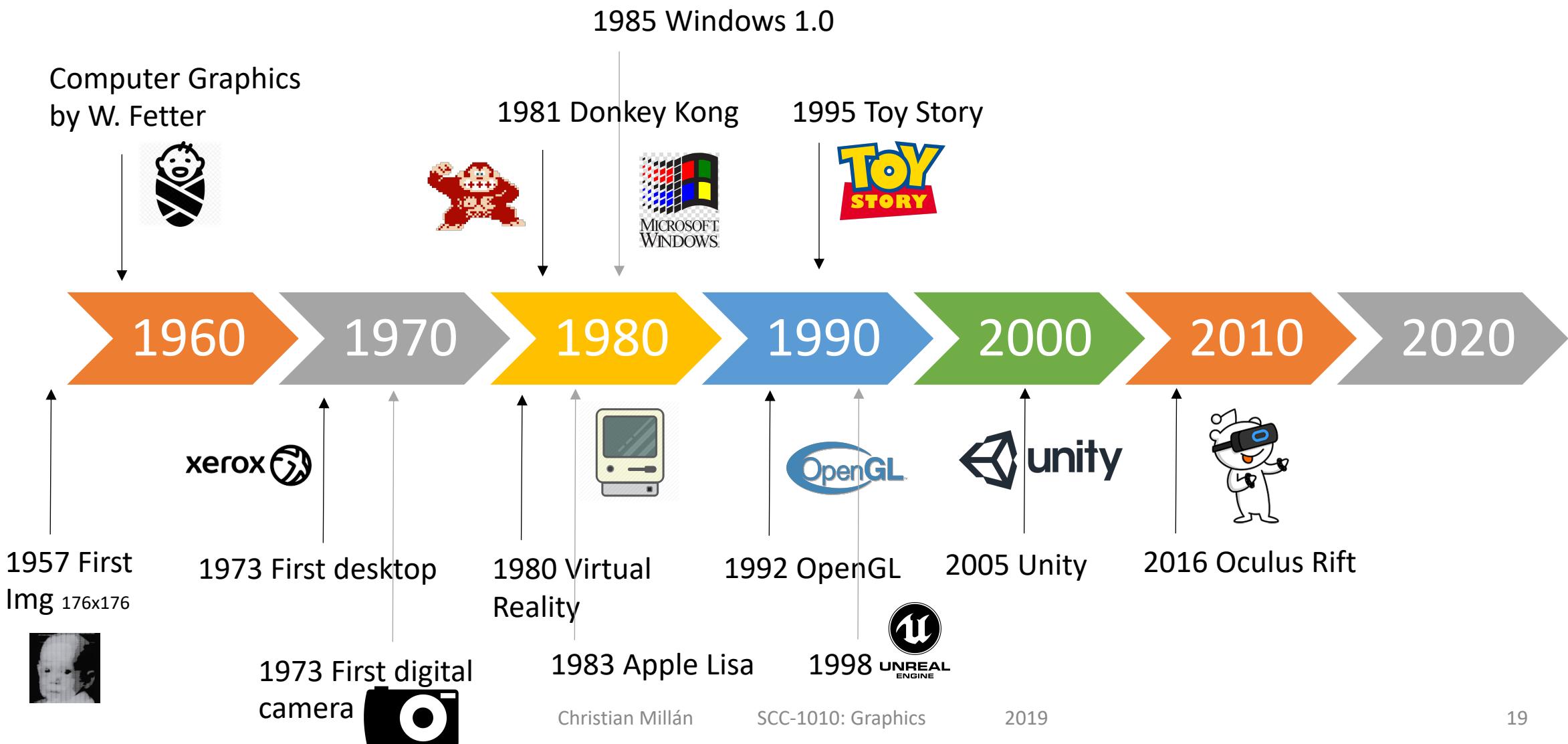
**Power Stations**

- Hydro
- Agriculture Gas
- Anthracite Coal, Bituminous Coal
- Black Liquor
- Heat Furnace Gas
- Institute Fuel Oil
- Naphthalene
- Jet Fuel
- Landfill Gas
- Lignite Coal
- Municipal Solid Waste
- Natural Gas
- Nuclear (Chernobyl, Plutonium, Thorium)
- Oil-Other
- Other Biomass Liquid
- Other Biomass Solid
- Other Gas
- Petroleum Coke
- Purchased Steam
- Residual Fuel Oil
- Sludge Waste
- Solar (Photovoltaic, Thermal)
- Subbituminous Coal
- Trees
- Waste/Other Coal
- Water (Conventional, Pumped Storage)
- Wind
- Wood Waste Liquids
- Wood/Wood Waste Solids



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# 1.1. Brief History of Computer Graphics



# HW1: Summary

- Background and evolution of computer graphics