

Computer Graphics & OpenGL

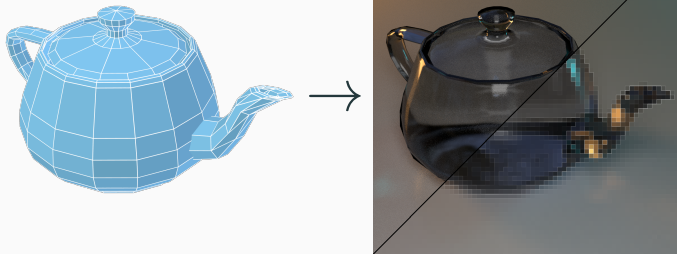
Sam Sartor

January 24, 2017

Mines Linux Users Group

Introduction

Definition



Computer graphics is the science of turning *shapes* into *pixels*.

Uses

Computer graphics is everywhere!

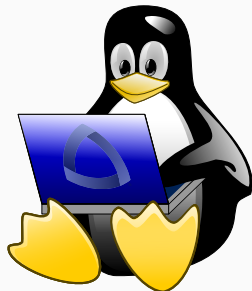
- Your terminal
- Web browsers
- Video games
- CAD software
- Movies, TV Shows
- Virtual reality
- Your bootloader
- QT, GTK+, wxWidgets
- Vim, Emacs, Notepad
- Embedded devices



Copyright Notice

This presentation was from the **Mines Linux Users Group**. A mostly-complete archive of our presentations can be found online at <https://lug.mines.edu>.

Individual authors may have certain copyright or licensing restrictions on their presentations. Please be certain to contact the original author to obtain permission to reuse or distribute these slides.



Colorado School of Mines
Linux Users Group