

Computer Graphics & OpenGL

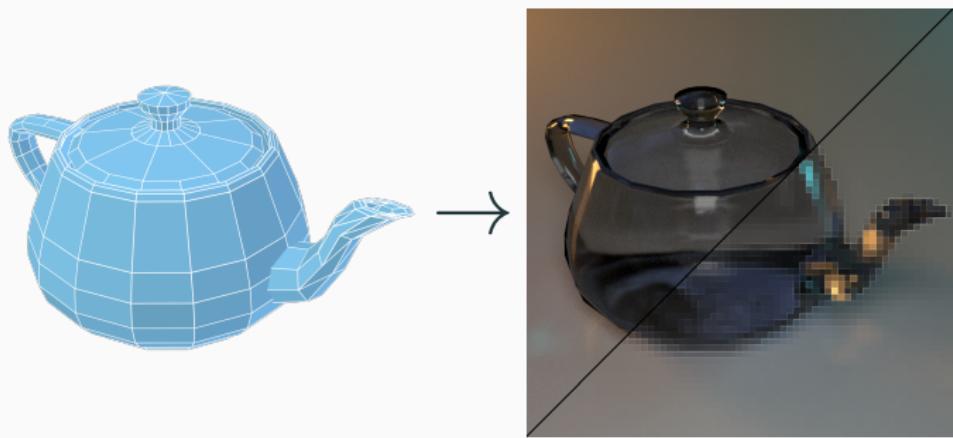
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Mines Linux Users Group

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



Online and Offline

History

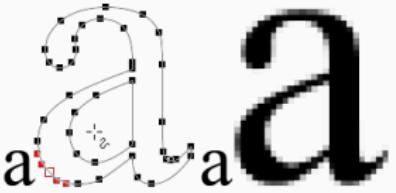
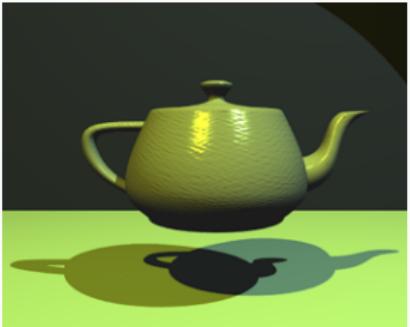
1950s & 1960s

Computer graphics!



1970s & 1980s

Computer graphics!



PostScript type

Bitmap type

1990s & 2000s

Computer graphics!



Today

Computer graphics!



Text & User Interfaces

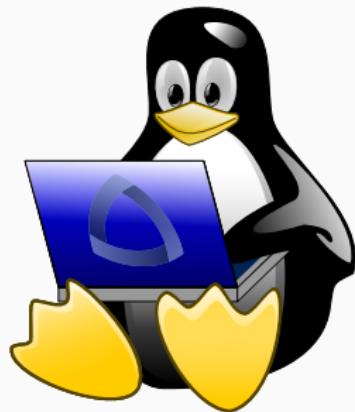
OpenGL

Offline Rendering

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