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Video: A Brief History of Graphics

A Brief History of Graphics is a video that explains the evolution of computer graphics in Gaming Industry over the year. The video explains how different computer graphic technologies were used to develop computer games and how, over the years these technologies evolved. Pixels and Full Colour graphics were the early threshold for arcade games, which introduced to the world to gaming. However, most of the early games were limited to Monochrome display. Till 1980, Colour graphics became and Norm and one of the most successful game of this time was Pacman. As the technology evolved, games moved ahead from pixels to Raster and Vector. This led to the development of Isometric games. Sega Zaxxon was the first game to implement this technique. This technique was employed by many later games. The use of sprite scaling also became popular during this time. With time, the sprite became larger, more detailed and much more colourful.

Parallax Scroling was another technique that became popular for 2D games. However, till this time, the game functioning and performance was limited to the hardware of the system. Rotoscoped animation was later introduced to create natural looking movements for the sprites. After that, Digitised sprites were also introduced. The most popular technique for creating gaming graphics was introduced in the mid 1980's, named polygon, realm. Soon, the hardware requirements of a system to run a game became vital. Thus, Consoles were introduced which can run games at a better rates than arcade with better graphics. With the introduction of Doom and Wolfenstien, the FPS genre of the gaming field became a thing. With 3D development in gaming, every system was required to have an external hardware for graphics to have better frame rates. Games like Quake and Far Cry set a new bar for true 3D games. Computers were required to have an external graphic unit to run 3D games. Bloom was another technique to provide better graphics.

The video was very engaging and interesting. The video covered almost every aspect of computer graphics required for game development. The video was extremely easy to understand and the author covered almost every part of computer graphics.

This is the area that interests me. As I want to become a game developer, this was one of the most engaging and interesting video. The video explained that how technologies were involved and how far we have come with computer graphics in gaming.

I liked the way, the video was presented. The video covered all the important part. The biggest part I liked about this video was the live game examples that the author gave every time he discussed a new technique of computer graphics used I game development.

All in All, the video was one of the most engaging and most interesting video I have ever seen but I would have appreciate it more, if the video talked about evolution of computer graphics in a more ordered way. The video sometimes has continuity problems, the video would go in a well-ordered format, but then again it would go back in time to talk about some old games and techniques. I would have appreciated the video more, if it would have happened in a more sequel manner.