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Course - Interactive Computer graphics – CS-537

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Title – Summary for the movie "The Story of Computer Graphics"

The movie "The Story of Computer Graphics" describes the growth Computer Graphics. The movie tells us that how far the computer graphics have come along in just a brief period of time. Apart from describing the growth of graphics and animation, the movie also introduces some of the legends in the computing industry who made Computer Graphics possible. The movies take you on a journey that how 'once a dream' project is now in our hands and what efforts did we make to reach here. The movie also explains some current and past applications of Computer Graphics.

In the beginning the movie describes that how computer graphics was introduces to the world using the Vacuum Tube technology. Even though the technology was not reliable but at that time, but the technology turned out to be the inception of Computer Graphics. This initiation of computer graphics, led to the development of Sketchpad in 1961. Sketchpad was capable of creating a neat looking graphic according to the user's instructions. A similar program was developed by General Motors, which they used commercially, for designing their vehicles.

It was this time, when apart from Aerospace and Automotive Industry, Architects also got involved in Computer Graphics. Use of Computer graphics for such purposes led to the creation of animation. In 1968, John Whitney created a Digital System named Permutation to create an Animation. Computer animation was then used to demonstrate the functioning of Satellite Communication. Later, Keystrokes were also used for animation purposes. The Keystroke video named "Hunger" was even nominated for the Academy Awards. This was the time, when a common teapot was used to symbolized the shared geometric dimensions. This model was used to describe more realistic aspects of computer graphics like Shadows, Highlights, Smoothness, texture mapping, and many more. Later, the computer technology and Video technology decided to come together with the introduction of frame buffer, in which every location points to a pixel on the screen.

With the introduction of paint, the computer graphics industry really blossomed. Many artists started using paint to create art. These visual effects were then used for advertisements for many commercial products like Levis. Computer graphics also used Human motion to precisely demonstrate the motion of the animated character. The Computer graphics industry was then used for many Hollywood projects like Jurassic Park, Terminator and many more. Animation Industry was taken to the next level with the introduction of Pixar Industry. These animations were further used in Games like Doom and Quake.

The movie, as a whole, was well presented, especially the part when the legends of the graphics industry described their contribution to the graphics development. The movie was well documented and very well explained. Computer animation is one of the field in which I am interested the most.

In my opinion, the movie was well narrated but sometimes, the movie lost its link. The movie was well presented and extremely well explained but the trouble I has was with the continuity problem of the movie. The movie was going in a proper phase, but then after the Frame Buffer part in the movie, it sometimes went back to the past and then would return back to the same point. But, to summarize it, the movie was a great experience and I definitely learned a lot from this movie.