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3. Chapter 1, introduction to computer graphic; ep 01, ep 02 (CRT, LCD); (2017-12-21)
4. Ep 03 illustrate CRT; standard; all type of display; devices (keyboard, mouse, tablet); coordinate; (2017-12-21)
5. Cohen–Sutherland algorithm; page 181; ep 04; (2017-12-21)
6. Cyrus–Beck algorithm (dot product of two vector); page 196, section 3-5; ep 04; ep 05; (2017-12-21)
7. Sutherland-Hodgeman is discussed in section 3-19, page 253; ep 05; ep 06; (2017-12-21)
8. Weiler-Atherton is discussed in section 3-21, page 276; ep 06; (2017-12-21)
9. Ep 07: geometric transformation; (2017-12-22)
10. Digital differential analyzer, ep 08; (2017-12-22)
11. Bresenham algorithm, section 2-3, page 70, ep 08; (2017-12-22)
12. Circle generation, section 2-4, page 79, ep 09; (2017-12-22)
13. Polygon filling, scan-converting polygon; section 2-10; ep 09, ep 10; (2017-12-21)
14. Seed fill algorithm (simple seed fill, scan line seed fill), section 2-15; ep 10; (2017-12-22)
15. Ep 10, ep 11: 3D transformation; (2017-12-22)
16. Ep 12: projection, perspective; cannot find in the book; (2017-12-22)
17. Ep 13: dot product, cross product; (2017-12-22)
18. Ep 14: view transformation; (2017-12-22)
19. 3D clipping, section 3-11, page 228; ep 14; (2017-12-22)
20. 3d cyrus-beck algorithm, section 3-15, page 243; ep 14; (2017-12-22)
21. Roberts algorithm, section 4-3, page 303; ep 14, ep 15, ep 16; (2017-12-23)
22. Warnock algorithm, section 4-4, page 343; ep 17, ep 18; (2017-12-23)
23. Newell-Newell-Sancha algorithm, section 4-12, page 389; ep 18; (2017-12-23)
24. Z-buffer algorithm, chapter 4-9, page 375; ep 18; (2017-12-23)
25. Scan line algorithm, chapter 4-14, page 401; ep 19; (2018-1-18)
26. Ray tracing algorithm, chapter 4-20, page 432; ep 19; (2018-1-18)
27. Ep 20, ep 21: Lecture of animation from another professor; (2018-1-18)
28. Ep 22, ep 23: discuss mathematics concerning models; (2018-1-18)
29. Octrees, chapter 4-18, page 421; ep 24; (2018-1-18)
30. A simple illumination model, chapter 5-3, page 461; ep 25; (2018-1-18)
31. Gouraud shading, chapter 5-6, page 474; ep 25; (2018-1-18)
32. Phong shading, chapter 5-7, page 476; ep 25; (2018-1-18)
33. Transparency, chapter 5-10, page 496; ep 26; (2018-1-18)
34. Shadows, chapter 5-11, page 502; ep 26; (2018-1-19)
35. Textures, chapter 5-12, page 517; ep 26; (2018-1-19)
36. Illumination model using ray tracing, chapter 5-15, page 548; ep 27; (2018-1-19)
37. Ep 28, Bézier curve; animation; (2018-1-19)
38. Ep 29, animation; (2018-1-19)
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40. Sketch of ZHU
41. Ep 01, introduction; ep 02, development, application; (2018-1-19)
42. Ep 03, devices; CRT; (2018-1-19)
43. Ep 04, ep 05, devices; raster scan display; LCD; (2018-1-19)
44. Ep 06: Line drawing algorithm (digital differential analyzer); (2018-1-19)
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46. Circle generation - Bresenham’s algorithm, section 2-4, page 79, ep 09; (2018-1-19)
47. Ellipse generation, chapter 2-5, page 88; ep 10; (2018-1-19)
48. Polygon filling, scan-converting polygon; chapter 2-10, page 115; ep 11; (2018-1-19)
49. Polygon scan conversion, chapter 2-12, page 121; ep 12, ep 13; (2018-1-19)
50. Ep 14: The edge fill algorithm, chapter 2-13, page 126; the edge flag algorithm, chapter 2-14, page 131; (2018-1-19)
51. Seed fill algorithm, chapter 2-15, page 133; ep 15, ep 16; (2018-1-19)
52. Cohen–Sutherland and subdivision line, chapter 3-2, page 181; ep 17; (2018-1-19)
53. Ep 18: Liang-Barsky line clipping; (2018-1-20)
54. Cyrus–Beck algorithm, chapter 3-5, page 196; ep 18; (2018-1-20)
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57. Ep 21: Fundamental of antialiasing (supersampling, simple area antialiasing), chapter 2-16; halftoning, chapter 2-17; (2018-1-20)
58. Ep 22: mathematics related; (2018-1-20)
59. Ep 23: 2D transformation; (2018-1-20)
60. Ep 24: 3D transformation; (2018-1-20)
61. Ep 25: some types of projection; (2018-1-20)
62. Ep 26-27: perspective (one-point, two-point, three-point); some types of models; (2018-1-20)
63. Ep 28: model; operation of entity; (2018-1-20)
64. Ep 29: octrees; (2018-1-20)
65. Ep 30: data structure of edge; (2018-1-20)
66. Ep 31: date structure of edge; mathematics related; (2018-1-20)
67. Ep 32: L system; (2018-1-20)
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70. Ep 36: A simple illumination model, chapter 5-3, page 461; (2018-1-20)
71. Ep 37: Phong shading, chapter 5-7, page 476; (2018-1-20)
72. Ep 38: Gouraud shading, chapter 5-6, page 474; (2018-1-21)
73. Ep 39: Transparency, chapter 5-10, page 496; (2018-1-21)
74. Ep 40: a global illumination model using ray tracing, chapter 5-14, page 548; (2018-1-21)
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