Presentation order - CS 300 Computer Graphics Timeline

1. Anh Dam – 1962 Space Wars (1st video game)
2. Emily Skerl – 1963 Hidden Line Elimination
3. Tammy Dinh – 1974 Facial Animation
4. Morgan Thompson – 1975 Phong Reflection Model
5. Aedan Pettit – 1977 NASA’s JPL Graphics Lab
6. Nick Hunter – 1987 Gif file format
7. Harry Dunham – 1991 Antialiasing
8. Robert Alvarez – 1993 Pixar’s Renderman software/hardware
9. Tam Nguyen – 1997 Geri’s Game
10. Nathan Devereux – 2001 Massive Software (Lord of the Rings)
11. Reid Golnik – 2014? Character generator
12. Erica Goetz – 2017 Deepfakes