The History of Computer Graphics

Creating a “Timeline” of our own

Motivation: Chapter 1, sections 1.0 - 1.2 of the text provide a very brief overview of the history of computer graphics and is a bit outdated. You are responsible for reading this material but it will not be covered as a lecture component. Instead, we will examine more comprehensive timelines from <https://ohiostate.pressbooks.pub/graphicshistory/back-matter/cg-historical-timeline/>

and <https://graphics.stanford.edu/courses/cs248-02/History-of-graphics/History-of-graphics.pdf>. These timelines are also incomplete but give some perspective on when key computer graphics advancements occurred along with the more general computer science technical achievements.

Deliverables:

1. In class on Thursday, 8/22, scan through the timeline (15-20 minutes) and select a topic that is clearly related to a computer graphics achievement. Ask if you are unsure. Take a minute to make sure you can quickly locate some good material about the topic. Jot down your topic selection and share with the instructor to avoid duplicates with other class members.
2. You will research this topic and write a brief summary, one or two paragraphs with citations and images if appropriate, which will be presented informally (approximately two minutes) to the class on Tues, 8/27. The paragraph is due in hardcopy form at 9:30am on 8/27.

Grading Rubric:

1. This activity is graded as a homework assignment; presentation at 50%, paragraph summary at 50%.