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1.1 What is Computer Graphics? 1.2 Where Computer Generated pictures are Used 1.3 Elements of Pictures created in Computer Graphics. 1.4 Graphics display devices. 1.5 Graphics Input Primitives and Devices 1.6. Chapter Summary & Exercises 1.7. For Further Reading.

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Chapter 2 Getting

Started Drawing
Figures. 2.1 Getting
started making

pictures 2.2 ...

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Using Open-GL (3) •

Changing project
settings: Visual C++

6.0 -Project menu,

Settings entry -In

Object/library modules

move to the end of the

line and add glui32.lib

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glut32.lib glu32.lib

opengl32.lib

(separated by spaces

from last entry and

each other) -In Project

Options, scroll down to

end of box and add

same set of .lib files

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Independent Graphics

and OpenGL • Allows

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same graphics

program to be run on

many different

machine types with

nearly identical output

-dll files must be with

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an open source

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implementation of OpenGL, Vulkan, and other graphics API specifications. Mesa translates these specifications to vendor-specific graphics hardware drivers. Its most important users are two graphics drivers mostly developed and funded by Intel and AMD for their respective hardware (AMD promotes their Mesa

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