A Brief History of Computer Graphics

1950s
- Pen Plotters
- Computer-controlled oscilloscopes

1960s
- Vector displays
- Interaction
- Ivan Sutherland’s SketchPad project

1970s
- Direct View Storage Tubes (Oregon’s own Tektronix!)
- Color raster displays (CRTs)
- Hardware-accelerated vector displays
- Commercial production companies emerge
- SIGGRAPH conferences (started in 1974)
- Star Wars Episode IV

1980s
- Dynamic color raster displays
- Flight simulators
- Silicon Graphics, Inc. (SGI)
- Pixar
- Scientific visualization
- Luxo Jr., Tin Toy
- Star Wars Episode IV, Jurassic Park, Toy Story
- The Abyss
- Jen-Hsun Huang graduates from Oregon State with a BSEE degree, 1984

1990s
- Texturing in hardware
- OpenGL
- PIC graphics cards
- Terminator 2, Jurassic Park, Toy Story, Star Wars Episode I
2000s

- Shaders
- OpenGL-ES (Embedded Systems, i.e., intended for underpowered hardware)

So much a part of movies that we don’t even recognize it

Where Are We Now?

- Ongoing OpenGL-ES merger with OpenGL desktop
- Mobile platforms
- 3D movies
- Virtual and Augmented Reality
- Vulkan