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
• Dynamic color raster displays
• Flight simulators
• Silicon Graphics, Inc. (SGI)
• Pixar
• Scientific visualization
• Luxo Jr., Tin Toy
• The Last Starfighter, TRON, Star Trek II: The Wrath of Khan, Young Sherlock Holmes, The Abyss

**Jen-Hsun Huang graduates from Oregon State with a BSEE degree, 1984**
1990s

- Texture-mapping in hardware
- OpenGL
- PC graphics cards
- Terminator 2, Jurassic Park, Toy Story, Star Wars Episode 1
2000s

- Hardware Shaders
- OpenGL-ES (Embedded Systems, i.e., intended for underpowered hardware)
- More movies!
2000s

- CG is now 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 (tablets, phones)
• 3D movies
• Virtual and Augmented Reality
• Hardware support for ray-tracing
• Vulkan, DX12, Metal