Development of Computer Graphics

- 1951
  - Whirlwind, Jay Forrester (MIT)
  - CRT displays
- mid 1950s
  - SAGE air defense system
  - command & control CRT, light pens
- late 1950s
  - Computer Art, James Whitney Sr.
  - Visual Feedback loops
- 1962
  - Sketchpad, Ivan Sutherland
  - data structures, light pen for drawing and choices

Development of Computer Graphics

- 1964
  - CAD and CAM
  - General Motors DAC, Itek Digitek
- 1964-1970s
  - Photorealism at University of Utah
  - Sutherland, Evans, Catmull, Blinn
- 1969
  - Evans & Sutherland
  - commercial company - flight simulators
  - 3D vector pipeline, matrix multiplier, cipping
- 1974-1977
  - Catmull - computer graphics at NYIT
  - computer animation

Development of Computer Graphics

- 1977
  - 3D Core Graphics System, first standard
  - ACM SIGGRAPH, Foley, Van Dam, Feiner
  - baseline specification
- 1982
  - Clarke, Geometry Engine
  - IRIS - Integrated Raster Imaging System, SGI
- 1982
  - TRON, Star Trek - Genesis Effect

Development of Computer Graphics

- 1982
  - Ray Tracing, Turner Whitted
- 1983
  - VRAM, Video random access memory, Texas Instruments
- 1983
  - Fractals
- 1985
  - Radiosity, Don Greenberg (Cornell)
- 1988
  - GKS, Graphical Kernel System

Development of Computer Graphics

- 1988
  - PHIGS, PHIGS+
  - Programmer's Hierarchical Interactive Graphics System
- 1993
  - OpenGL - Open Graphics Library
  - derived from SGI's GL library
- 1993
  - Open Inventor, OO layer on OpenGL
- 1995
  - QuickDraw 3D, Apple
- 1995
  - Direct3D, Microsoft, game playing API