You Oughta Know (by now…)

• The parts of a graphics system
  – Layers and their roles
  – Equivalents of these layers in OpenGL, Java2D, and Java3D

• The structure of an interactive graphics program
  – General ideas: model, view, and controller
    • What they are
    • What they do
    • How they relate to each other
  – How these ideas map to OpenGL and Java

• Graphics close to the iron
  – Assorted display technologies
  – How color is formed
    • Additive and subtractive models

• Graphics and memory
  – How pixels map into memory
    • Direct and indexed
  – How to calculate graphics memory requirements
    • Resolution, number of colors, aspect ratio
    • Different uses for graphics memory

• Basic graphics techniques
  – Animation
  – Simple image processing

• 3D viewing fundamentals
  – Key concepts in 3D viewing
  – How these concepts are translated into OpenGL

• Essentially, Chapters 1–3 in Angel, with a dash of 5.1 and 5.2