

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