GAME GRAPHICS

WHY ⇒ WHAT ⇒ HOW

Game Experience
Create a Dynamic World (SLIDESHOW)

Realism / Style
Complexity
Accuracy not an issue
Performance
Effects
Environments
Mood
Characters
Readability
Shadows

More Rendering
Better Modeling
Faster Animation
Control
Authorability
Flexibility

Player Expectations
Genre Expectations

Where do pixels come from?

Interactive Graphics #2
Retained Mode vs. Immediate Mode
Canvas vs. SVG
OpenGL vs.
OpenGL 1.1 vs OpenGL 3.3

#3 Abstraction Set
2008 notes about HW

MAKING 17 FAST