

Principles of Computer Graphics: the experience of a class A user

Robert Cailliau, CERN, Geneva, Switzerland

Computer graphics has gone a long way from the early days in the 50's and 60's. Today we have the web, and it's all visual that is the fashion. What does an unsuspecting user of computers, who is not a specialist, actually experience? Where are we when we leave the 3D interactive shooting game world and we want to do some simple things?