

# Computer Graphics

## Hardware & Software

Hardware :-

### 1 Input & Output Devices

These are quite important for any SW because an inappropriate selection of the concerned hardware may produce some erroneous results or may process data of some other format.

Touch Panel

Light Pens

Graphics Tablet

Plotters

Film Recorders.

Keyboard

Mouse

Joysticks

Voice Systems

Image Scanners

Data Glove

Trackball & Spaceball

2

Output Devices :- Video Display Devices

- Cathode-Ray-Tubes (CRT)

- Vector Scan / Random Scan Display

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- Raster Scan Display
- Colour CRT Monitors
- Direct view Storage Tubes
- Flat panel Displays
- Plasma Panel Display
- Liquid Crystal Monitor

### SW in Computer Graphics:-

- 1) Photoshop
- 2) Corel Draw
- 3) Maya 3D
- 4) Core Graphics
- 5) Graphics Kernel System (GKS)
- 6) Simple Raster Graphics Package (SRGP)
- 7) Open GL (Graphic Library)

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