Chapter 1: Graphics Systems and Models
1.1 Applications of Computer Graphics
1.2 A Graphics System
1.3 Images: Physical and Synthetic
1.4 Imaging Systems
1.5 The Synthetic-Camera Model
1.6 The Programmer’s Interface

Chapter 2: Graphics Programming
2.2 Programming Two-Dimensional Applications
2.3 The OpenGL API
2.4 Primitives and Attributes
2.4.1 Polygon Basics
2.4.4 Text
2.4.6 Attributes
2.5 Color
2.5.1 RGB Color
2.5.3 Setting of Color Attributes
2.6 Viewing
2.6.1 Orthographic View
2.6.2 2D Viewing
2.7 Control Functions
2.7.1 Interaction with the Window System
2.7.2 Aspect Ratio and Viewports
2.7.3 The main, display and myinit Functions
2.7.4 Program Structure
2.10.3 Hidden Surface Removal

Chapter 3: Input and Interaction
3.1 Interaction
3.2 Input Devices
3.2.1 Physical Input Devices
3.2.2 Logical Devices
3.2.3 Input Modes
3.3 Display Lists
3.5 Programming Event-Driven Input
3.6 Menus
3.9 Building Interactive Models
3.10 Animating Interactive Programs
3.11 Design of Interactive Programs

Chapter 4: Geometric Objects and Transformations
4.1 Scalars, Points, and Vectors
4.2 Three-Dimensional Primitives
4.3 Coordinate Systems and Frames
4.4 Frames in OpenGL
4.7 Translation, Rotation, and Scaling
4.8 Transformations in Homogeneous Coordinates
4.9 Concatenation of Transformations
4.10 OpenGL Transformation Matrices