

COMPUTER GRAPHICS EDUCATIONAL TOOLKIT

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Abstract

The paper at hand presents a multimedia package for Computer Graphics targeted for every person that wants to get aquatinted with this topic. The package contains three levels, the introductory level (level I), which covers the major concepts of Computer Graphics, the advanced level (level II), which covers the algorithms and programming involved, and level III, which allows the user to access all the information in the package. The package is composed of more than 800 pages of Toolbook and contains more than 500 carefully selected images, 50 video clips, 40 animations, and 40 simulations in order to make the user fully understand the concepts of computer graphics.