

In this lecture we will review the history of 3D graphics through its aesthetic and technological developments over time.

As we look at this history, let's keep a couple of questions in mind:

- How do 3D graphics change the experience of an interactive experience (like a video game)?
- What are the unique affordances of a 3D environment?

[40 Year Old 3D Computer Graphics \(Pixar, 1972\)](#) from [Robby Ingebretsen](#) on [Vimeo](#).

3D Graphics on the Apple II (1980)

Battlezone (1980)

Sinclair ZX81 Game: 3D Monster Maze (1981 J. K. Greye Software)

Wolfenstein 3D (1992)

Myst (1993)

Super Mario 64 and Nintendo 64 (1996) TV Commercial

Bladerunner (1997)

Quake 3D (1999)

Crysis (2007)

Assassin's Creed Unity (2014)

Overwatch (2016)

Cyberpunk 2077 (2020)

Resources

- [The battle for realism: The evolution of realtime 3D graphics](#)
- [The History of 3D Graphics in Digital Games](#)
- [The Evolution of 3D Graphics in Video Games \(The Hunt for Photorealism\)](#)
- [History of 3D in Video Games 1974-1994](#)
- [A Brief History of Graphics](#)