SELLING THE COMPUTER REVOLUTION Marketing Brochures in the Collection Computer HISTORY HOME Overview Company Decade Application Categories View All

Company: Evans and Sutherland Computer Corporation

In 1963, Ivan Sutherland created the first interactive drawing program, *Sketchpad*, as part of his graduate work at the Massachusetts Institute of Technology. He later produced the first head mounted display system in 1966.

In 1968, David Evans, of the Computer Science Department at the University of Utah, talked Sutherland into leaving his post at Harvard and joining him in founding E & S. They first produced a hardware device known as a frame buffer which, as research and commercial use of graphics grew, began selling well in the early 1970s.

Sutherland left the firm in 1975, and Evans retired in the early 1990s, but E & S continues today as a major supplier of equipment and expertise in all areas of graphics and are heavily involved with training simulators in both military and commercial systems, as well as suppliers for planetariums and interactive theaters.

Brochure List: Evans and Sutherland Computer Corporation

RESULTS: 1 Items 1



Picture System: The interactive, dynamic, 3-D line-drawing system. 1974



RESULTS: 1 Items 1



Picture System: The interactive, dynamic, 3-D line-drawing system.

Evans and Sutherland Computer Corporation

1974



____Sort:

Brochure Title ▼

COMPANY

A-C

D-F

Data General Corporation (DG)

Data Interface, Inc.

Datasoft

Digital Equipment Corporation (DEC)

Eckert-Mauchly Computer Corporation (EMCC)

Electronic Associates, Inc. (EAI)

Elliott Brothers

Engineering Research Associates (ERA)

English Electric

Evans and Sutherland Computer Corporation

Fairchild Camera and Instrument Corporation

Ferranti Ltd.

Ford Motor Company, Aeronautic Division

Four-Phase Systems, Inc.

Foxboro

T-Z

Friden, Inc.

G-I J-L M-P Q-S

SEARCH GO

Advanced Search

feedback credits tell a friend



1 of 2 7/24/08 12:35 PM

Computer History Museum - Evans and Sutherland Computer Corporation - Picture System: The interactive, dynamic, 3-D line-drawing system.

© Computer History Museum | Copyright

2 of 2