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Even Better Than The Real Thing  
The Evolution of 3D Modelling

This paper provides an overview of the development of 3d modelling software and discusses the most popular techniques used in commercial projects today. The aim of this paper is to provide a student of 3d design with a background of historical knowledge of the development of 3d modelling programs and computer graphics and elaborates on the groundbreaking work carried out by some of the foremost names in computer graphics, such as Ed Catmull and Ivan Sutherland.

The paper also discusses various techniques available at the present time. It also aims to give some introductory knowledge about the mathematics of those techniques.

The paper also describes a workflow designed to encourage a student to actively plan a 3D project.