[Figure 1: An irregularly curved surface without hidden lines removed.]

[Figure 2: A polygon mesh approximating a curved surface.]
[Figure 3: Spline ducks forming a curve.]

[Figure 4: A draftsman at Boeing working with spline ducks while lofting.]
[Figure 5: A cubic Bézier curve.]

[Figure 6: Bézier curves used in digital typography design.]
[Figure 7: Object shading using Arthur Appel’s ray casting algorithm.]

[Figure 8: Object shading using Warnock’s hidden surface algorithm.]
[Figure 9: The first Polaroid demonstrating Gouraud's shading technique.]

[Figure 10: Sophie Gouraud’s face with polygonal lines for digitization.]
[Figures 11, 12: Sophie’s face rendered with flat shading and Gouraud shading.]

[Figure 13: A sphere rendered in flat, Gouraud, and Phong shading.]
[Figure 14: Students measuring Marsha Sutherland’s VW Bug for digitization, 1971.]
Figure 15: Students measuring Marsha Sutherland’s VW Bug for digitization, 1971.
[Figure 17: The wireframe mesh of the finished VW Bug.]

[Figure 18: The flat shaded rendering of the finished VW Bug.]
[Figure 19: A plaster casting of Edwin Catmull’s hand, to be used for digitization, 1971]

[Figure 19: Detail of a plaster mold of Edwin Catmull’s hand, marked with polygons for digitization, 1971]
[Figure 20: A gantry rig with coordinate measuring machine to digitize the hand, 1971.]

[Figure 22: The final rendering of the digitized hand.]
[Figure 23: Two phases of the face used in Fred Parke’s animation, 1971.]

[Figure 24: Catmull’s hand in the film Futureworld, 1976.]
[Figure 25: The mid-century Melitta teapot that inspired the Utah Teapot.]
[Figure 26: The sketch Martin Newell made of the original Melitta, 1974.]
[Figure 27: Wireframe of the original teapot model, 1974. Note the missing bottom geometry.]
[Figure 28: The teapot’s patch definitions, note the bottom geometry data, added by another researcher.]
[Figure 29: A number of teapots with early texture mapping by Blinn and Newell, 1976.]
Figure 30: “The Six Platonic Solids,” including the teapot in the background, 1987.
[Figure 30: Teapots in the early Windows screensaver “Pipes,” 1994.]

[Figure 32: A scene from Toy Story (1995) featuring the Utah teapot.]
[Figure 33: A scene from *The Simpsons* “Treehouse of Horror VI. Note the teapot in the back left.”]
[Figure 34: Students digitizing Marsha Sutherland’s VW Bug. Note the female students in the foreground.]
[Figure 35: Women working on hardware at E&S, early 1970s.]
[Figure 36: A woman soldering a circuit board at the E&S, early 1970s.]
[Figure 37: Lenna, a 512x512 pixel test image used to test image-processing algorithms, 1972.]
[Figure 38: An exhibit documenting the history and use of the Utah teapot at SIGGRAPH 1989.]