

COMPUTER GRAPHICS

Module – I (10 hours)

Overview of Graphics System: Video Display Units, Raster-Scan and Random Scan Systems, Graphics Input and Output Devices.

Output Primitives: Line drawing Algorithms: DDA and Bresenham's Line Algorithm, Circle drawing Algorithms: Midpoint Circle Algorithm and Bresenham's Circle drawing Algorithm.

Two Dimensional Geometric Transformation: Basic Transformation (Translation, rotation, Scaling) Matrix Representation, Composite Transformations, Reflection, Shear, Transformation between coordinate systems.

Two Dimensional Viewing: Window-to- View port Coordinate Transformation.

Module –II (12 hours)

Line Clipping (Cohen-Sutherland Algorithm) and Polygon Clipping (Sutherland-Hodgeman Algorithm).

Aliasing and Antialiasing, Half toning, Thresholding and Dithering, Scan conversion of Character.

Polygon Filling: Seed Fill Algorithm, Scan line Algorithm.

Two Dimensional Object Representation: Spline Representation, Bezier Curves and B-Spline Curves.

Fractal Geometry: Fractal Classification and Fractal Dimension.

Three Dimensional Geometric and Modeling Transformations: Translation Rotation, Scaling, Reflections, shear, Composite Transformation.

Projections: Parallel Projection and Perspective Projection.

Module –III (8 hours)

Visible Surface Detection Methods: Back-face Detection, Depth Buffer, A- Buffer, Scan- line Algorithm and Painters Algorithm.

Illumination Models: Basic Models, Displaying Light Intensities.

Surface Rendering Methods: Polygon Rendering Methods: Gouraud Shading and Phong Shading.

Computer Animation: Types of Animation, Key frame Vs. Procedural Animation, methods of controlling Animation, Morphing.

Virtual Reality: Types of Virtual reality systems, Input and Output Virtual Reality devices.

Textbook

1. Computer Graphics with Virtual Reality System, Rajesh K.Maurya, Wiley-Dreamtech.
2. Computer Graphics, D. Hearn and M.P. Baker (C Version), Pearson Education

Reference Books

1. Computer Graphics Principle and Practice , J.D. Foley, A.Dam, S.K. Feiner, Addison, Wesley
2. Procedural Elements of Computer Graphics- David Rogers (TMH)
3. Computer Graphics: Algorithms and Implementations – D.P Mukherjee & Debasish Jana (PHI)
4. Introduction to Computer Graphics & Multimedia – Anirban Mukhopadhyay & Arup Chattopadhyay (Vikas)