

III Year I Semester

L T P C

Code: 17CS533

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**COMPUTER GRAPHICS
(DEPT ELECTIVE-I)**

OBJECTIVES:

1. To develop, design and implement two and three dimensional graphical structures
2. To enable students to acquire knowledge Multimedia compression and animations
3. To learn Creation, Management and Transmission of Multimedia objects.

UNIT-I:

Output primitives : Points and lines, line drawing algorithms(Bresenham's and DDA Line derivations and algorithms), mid-point circle and ellipse algorithms.

Filled area primitives: Scan line polygon fill algorithm, boundary-fill and flood-fill algorithms. Inside and outside tests.

UNIT-II:

2-D geometrical transforms: Translation, scaling, rotation, reflection and shear transformations, matrix representations and homogeneous coordinates, composite transforms, transformations between coordinate systems. (p.nos 204-227 of text book-1).

2-D viewing : The viewing pipeline, viewing coordinate reference frame, window to view-port coordinate transformation, viewing functions, Cohen-Sutherland and Cyrus-beck line clipping algorithms, Sutherland –Hodgeman polygon clipping algorithm.

UNIT-III:

3D Concepts Parallel and Perspective projections - Three dimensional object representation Polygons, Curved lines, Splines, Quadric Surfaces, - Visualization of data sets - 3Dtransformations – Viewing -Visible surface identification.

UNIT- IV:

Graphics Programming Color Models – RGB, YIQ, CMY, HSV – Animations – General Computer Animation, Raster, Keyframe - Graphics programming using OPENGL – Basic graphics primitives –Drawing three dimensional objects - Drawing three dimensional scenes

UNIT- V:

Fractals: Fractals and Self similarity – Peano curves – Creating image by iterated functions Mandelbrot sets – Julia Sets – Random Fractals

UNIT- VI: Overview of Ray Tracing Intersecting rays with other primitives – Adding Surface texture Reflections and Transparency – Boolean operations on Objects.

OUTCOMES:

- Know and be able to describe the general software architecture of programs that use 3D computer graphics.
- Know and be able to discuss hardware system architecture for computer graphics. This

Includes, but is not limited to: graphics pipeline, frame buffers, and graphic accelerators/co-processors.

- Know and be able to select among models for lighting/shading: Color, ambient light; distant and light with sources; Phong reflection model; and shading (flat, smooth, Gourand, Phong).

TEXT BOOKS:

1. Donald Hearn, Pauline Baker, Computer Graphics – C Version, second edition Pearson Education,2004.
2. F.S. Hill, Computer Graphics using OPENGL, Second edition, Pearson Education, 2003.

REFERENCE BOOKS:

1. James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics- Principles and practice, Second Edition in C, Pearson Education, 2007.