DISCIPLINE SPECIFIC ELECTIVE COURSE: Computer Graphics

Credit distribution, Eligibility and Pre-requisites of the Course

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course
		Lecture	Tutorial	Practical/ Practice		
Computer Graphics	**4**	**3**	**1**	**0**	Pass in Class XII	DSC 03 (Mathematics for Computing - I), DSC 04 Object Oriented Programming with C++/ GE 1a Programming using C++ / GE1b Programming with Python/ DSC 01 Programming using Python/ GE 3b Java Programming

Learning Objectives

This course introduces fundamental concepts of Computer Graphics with focus on modeling, rendering and interaction aspects of computer graphics. The course emphasizes the basic principles needed to design, use and understand computer graphics system.

Learning outcomes

On successful completion of the course, students will be able to:

- Describe Standard raster and vector scan devices as well as Graphical Input and output devices
- Implement algorithms for drawing basic primitives such as line, circle and ellipse.
- Implement algorithms for line clipping, polygon clipping and polygon filling.
- Implement a 3D object representation scheme, carryout 2D and 3D transformation, 3D projections
- Implement visible surface determination algorithms, Illumination models and surface rendering methods
- Implement a simple computer animation algorithm

SYLLABUS OF DSE

Unit 1 (8 Hours)

Introduction: Introduction to Graphics systems, Basic elements of Computer graphics, Applications of computer graphics. Architecture of Raster and Random scan display devices, input/output devices.

Unit 2 (8 Hours)
Drawing and clipping primitives: Raster scan line, circle and ellipse drawing algorithms, Polygon filling, line clipping and polygon clipping algorithms

Unit 3 (12 Hours)
Transformation and Viewing: 2D and 3D Geometric Transformations, 2D and 3D Viewing transformations (Projections- Parallel and Perspective), Vanishing points.

Unit 4 (9 Hours)
Geometric Modeling: Polygon Mesh Representation, Cubic Polynomial curves (Hermite and Bezier).

Unit 5 (8 Hours)
Visible Surface determination and Surface Rendering: Z-buffer algorithm, List-priority algorithm and area subdivision algorithm for visible surface determination. Illumination and shading models, RGB Color model and Basics of Computer Animation.

Essential/recommended readings

1. Hearn, D & Baker, M.P. *Computer Graphics*, 2nd edition, Prentice Hall of India, 2009.
2. Foley, J. D., Dam, A.V, Feiner, S. K., & Hughes, J. F. *Computer Graphics: Principles and Practice in C*, 2nd edition, Pearson education, 2002.
3. Rogers, D. F. *Mathematical Elements for Computer Graphics*, 2nd edition, McGraw Hill Education, 2017.

Additional References

1. Bhattacharya, S. *Computer Graphics*, Oxford University Press, 2018.
2. Marschner, S., & Shirley, P. *Fundamentals of Computer Graphics,* 4th edition CRC Press, 2017.

Suggested Practical List :

Practical exercises such as

1. Write a program to implement Bresenham's line drawing algorithm.
2. Write a program to implement a midpoint circle drawing algorithm.
3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.
5. Write a program to fill a polygon using the Scan line fill algorithm.
6. Write a program to apply various 2D transformations on a 2D object (use homogeneous Coordinates).
7. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
8. Write a program to draw Hermite /Bezier curve.