

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**  
**BELAGAVI-590 018, KARNATAKA**



**ASSIGNMENT**

**ON**

**COMPUTER GRAPHICS AND VISULIZATION(18CS62)**

*Submitted by*

**NAME: SYED FARHAN**

**USN:4BD20CS104**

**COURSE CO-ORDINATOR**

**PROGRAM CO -ORDINATOR**

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**2022-23**

**Department of Computer Science and Engineering**

**Bapuji Institute of Engineering and Technology**

**Davangere-577004**

## **Vision and Mission of the Institute**

### **Vision**

“To be a centre of excellence recognized nationally and internationally, in distinctive areas of engineering education and research, based on a culture of innovation and invention.”

### **Mission**

“BIET contributes to the growth and development of its students by imparting a broad based engineering education and empowering them to be successful in their chosen field by inculcating in them positive approach, leadership qualities and ethical values.”

## **Vision and Mission of the Computer Science and Engineering Department**

### **Vision**

“To be a centre-of-excellence by imbibing state-of-the-art technology in the field of Computer Science and Engineering, thereby enabling students to excel professionally and be ethical.”

### **Mission**

1. Adapting best teaching and learning techniques that cultivates Questioning and Reasoning culture among the students.
2. Creating collaborative learning environment that ignites the critical thinking in students and leading to the innovation.
3. Establishing Industry Institute relationship to bridge the skill gap and make them industry ready and relevant.
4. Mentoring students to be socially responsible by inculcating ethical and moral values.

### **Program Educational Outcomes (PEOs):**

PEO1	To apply skills acquired in the discipline of Computer Science and Engineering for solving societal and industrial problems with apt technology intervention.
PEO2	To continue their career in industry/academia or to pursue higher studies and research.
PEO3	To become successful entrepreneurs, innovators to design and develop software products and services that meets the societal, technical and business challenges.
PEO4	To work in the diversified environment by acquiring leadership qualities with effective communication skills accompanied by professional and ethical values.

### **Program Specific Outcomes (PSOs)**

PSO1	Analyze and develop solutions for problems that are complex in nature by applying the knowledge acquired from the core subjects of this program.
PSO2	Ability to develop Secure, Scalable, Resilient and distributed applications for industry and societal requirements.
PSO3	Ability to learn and apply the concepts and construct of emerging technologies like Artificial Intelligence, Machine learning, Deep learning, Big Data Analytics, IoT, Cloud Computing, etc for any real time problems.

### **Course Outcomes (COs)**

Course Outcome Statements: After the successful completion of the course, the students will be able to

CO1	Explore the major application areas of computer graphics & understand the basic concepts of OpenGL.
CO2	Design and implement algorithms for 2D graphics primitives and attributes.
CO3	Illustrate Geometric transformations on both 2D and 3D objects.
CO4	Apply concepts of clipping and visible surface detection in 2D and 3D viewing and Illumination models.
CO5	Decide and apply suitable OpenGL functions for computer animations.