

INDEX

SL No	TITLE OF PROGRAM	PAGE NO	SIGNATURE
1	Drawing the basic primitives and sierpinsky gasket using openGL*.	1-3	
2	Create a polyline using mouse interaction using openGL*.	4-6	
3	Bresenham's line drawing algorithm.	7-9	
4	Mid-Point ellipse drawing algorithm.	10-12	
5	Implementation of Area Filling Algorithm: Boundary Fill , Flood Fill and Scan line Polygon Fill.	13-14	
6	Program for performing Two Dimensional Transformations : Translation , Scaling , Rotation , Reflection , Shear by using a homogeneous Matrix representation ,use of a function for matrix multiplication is desirable , so as to perform composite transformation	15-22	
7	Curve Generation : Bezier for n control points , B Spline (Uniform)	23-24	
8	Line clipping algorithm Cohen-Sutherland / liang barsky.	25-29	
9	Polygon Clipping algorithm Sutherland Hodgeman.	30-33	
10	Program to represent a 3D object using polygon surfaces and then perform 3D transformation	34-38	
11	Fractal generation (Koch curve / Hilbert curve / peano curves using string production)	39-40	
12	Program for Animation (EG. moving wheel, moving car, man walking with umbrella, flying flag, etc.)	41-52	