

# COMPUTER GRAPHICS AND MULTIMEDIA

## OBJECTIVES:

- To develop an understanding and awareness how issues such as content, information architecture, motion, sound, design, and technology merge to form effective and compelling interactive experiences for a wide range of audiences and end users.
- To become familiar with various software programs used in the creation and implementation of multi-media
- To appreciate the importance of technical ability and creativity within design practice.
- To gain knowledge about graphics hardware devices and software used.
- To understand the two-dimensional graphics and their transformations.
- To understand the three-dimensional graphics and their transformations.
- To appreciate illumination and color models
- To become familiar with understand clipping techniques
- To become familiar with Blender Graphics

## UNIT I ILLUMINATION AND COLOR MODELS

Light sources - basic illumination models – halftone patterns and dithering techniques; Properties of light - Standard primaries and chromaticity diagram; Intuitive colour concepts - RGB colour model - YIQ colour model - CMY colour model - HSV colour model - HLS colour model; Colour selection. Output primitives – points and lines, line drawing algorithms, loading the frame buffer, line function; circle and ellipse generating algorithms; Pixel addressing and object geometry, filled area primitives.

## UNIT II TWO-DIMENSIONAL GRAPHICS

Two dimensional geometric transformations – Matrix representations and homogeneous coordinates, composite transformations; Two dimensional viewing – viewing pipeline, viewing coordinate reference frame; window-to-viewport coordinate transformation, Two dimensional viewing functions; clipping operations – point, line, and polygon clipping algorithms.

## UNIT III THREE-DIMENSIONAL GRAPHICS

Three dimensional concepts; Three dimensional object representations – Polygon surfaces- Polygon tables- Plane equations - Polygon meshes; Curved Lines and surfaces, Quadratic surfaces; Blobby objects; Spline representations – Bezier curves and surfaces -B-Spline curves and surfaces. TRANSFORMATION AND VIEWING: Three dimensional geometric and modeling transformations – Translation, Rotation, Scaling, composite transformations; Three dimensional viewing – viewing pipeline, viewing coordinates, Projections, Clipping; Visible surface detection methods.

## UNIT IV MULTIMEDIA SYSTEM DESIGN & MULTIMEDIA FILE HANDLING

Multimedia basics – Multimedia applications – Multimedia system architecture – Evolving technologies for multimedia – Defining objects for multimedia systems – Multimedia data interface standards – Multimedia databases. Compression and decompression – Data and

file format standards – Multimedia I/O technologies – Digital voice and audio – Video image and animation – Full motion video – Storage and retrieval technologies.

## **UNIT V HYPERMEDIA**

Multimedia authoring and user interface - Hypermedia messaging -Mobile messaging – Hypermedia message component – Creating hypermedia message – Integrated multimedia message standards – Integrated document management – Distributed multimedia systems. CASE STUDY: BLENDER GRAPHICS Blender Fundamentals – Drawing Basic Shapes – Modelling – Shading & Textures

### **OUTCOMES:**

At the end of the course, the students should be able to:

- Design two dimensional graphics.
- Apply two dimensional transformations.
- Design three dimensional graphics.
- Apply three dimensional transformations.
- Apply Illumination and color models.
- Apply clipping techniques to graphics.
- Understood Different types of Multimedia File Format
- Design Basic 3d Scenes using Blender

### **TEXT BOOKS:**

1. Donald Hearn and Pauline Baker M, “Computer Graphics”, Prentice Hall, New Delhi, 2007 [UNIT I – III ]
2. Andleigh, P. K and Kiran Thakrar, “Multimedia Systems and Design”, PHI, 2003. [UNIT IV,V ]

### **REFERENCES:**

1. Judith Jeffcoate, “Multimedia in practice: Technology and Applications”, PHI, 1998.
2. Foley, Vandam, Feiner and Hughes, “Computer Graphics: Principles and Practice”, 2 nd Edition, Pearson Education, 2003.
3. Jeffrey McConnell, “Computer Graphics: Theory into Practice”, Jones and Bartlett Publishers,2006.
4. Hill F S Jr., "Computer Graphics", Maxwell Macmillan , 1990.
5. Peter Shirley, Michael Ashikhmin, Michael Gleicher, Stephen R Marschner, Erik Reinhard, KelvinSung, and AK Peters, "Fundamentals of Computer Graphics", CRC Press, 2010.
6. William M. Newman and Robert F.Sproull, "Principles of Interactive Computer Graphics" Mc Graw Hill 1978.
7. <https://www.blender.org/support/tutorials/>