University of Sindh - Information Technology Services Centre (UoS - ITSC)
Result Sheet Mid-Term

Department/ Institute: Information Technology (FET)   **Batch: 2K22**

Part: BS (INFORMATION TECHNOLOGY) THIRD YEAR   **Shift: Evening Group: General**

Course No: ITEC-516   **Cr.Hrs: 2**   **Section/Group:**

Course Title: Computer Graphics   **Date:**

S.NO	ROLL NO	NAME	FATHER'S NAME	TOPIC
2	2K20/ITE/2	Abdul Aziz	Shafee Mohammad	Computer Graphics & Applications
3	2K20/ITE/3	Abdul Hannan	Shahid	Types of Graphics
5	2K20/ITE/5	Abdul Moiz Bhutto	Ashfaque Ahmed Bhutto	Raster Scale Display
7	2K20/ITE/7	Abdul Rehman	Jan Muhammad	CRT
10	2K20/ITE/10	Abida	Muhammad Uris	LCD
12	2K20/ITE/12	Adil Ali	Akbar Ali	LED
13	2K20/ITE/14	Ahmed Ali	Muhammad Naeem	Input Devices
15	2K20/ITE/16	Aijaz Ahmed	Salam Ul Din	Line Drawing Algorithms
16	2K20/ITE/17	Ali Ahmed	Mohammad Bachal	Scan Conversion
17	2K20/ITE/18	Ali Bahar	Haji Khuda Bux	DDA Algorithm
18	2K20/ITE/19	Ali Sher	Nadeem	Mid point Line Drawing
21	2K20/ITE/22	Anosha Mohsin	Syed Mohsin Ali	Bresenhams Line Drawing
24	2K20/ITE/26	Asadullah	Abdul Sattar	8-Quadruets of Circle
25	2K20/ITE/27	Atif	Falak Sher	Bresenhams Circle Drawing
26	2K20/ITE/28	Atta Rasool	Niaz Ali	Polygons
27	2K20/ITE/29	Atta Ullah	Saifullah	Polygons Fill Algorithm
29	2K20/ITE/31	Azhar Ali	Abbas Ali	2D Transformation
31	2K20/ITE/33	Daniyal Raza	Muhammad Kaleem	Translation Algorithm
32	2K20/ITE/34	Eisha Liaquat	Liaquat Ali	Rotation Algorithm
33	2K20/ITE/35	Faizan Mumtaz	Mumtaz Ali	Scaling Algorithm
34	2K20/ITE/36	Faraz Abbasi	Riaz Ali	3D Graphics
35	2K20/ITE/37	Faraz Ali	Ashique Hussain	2D vs 3D Graphics
36	2K20/ITE/38	Fardeen Khan	Sadiq Ullah	3D Modeling
37	2K20/ITE/39	Fayaz Ali	Daoud Khan	Polygon Modeling
38	2K20/ITE/40	Fiaz Ahmed	Manzoor Ahmed	2D viewing (viewing pipeline, clipping & Windowing)
39	2K20/ITE/42	Ghulam Mujtaba Shah	Ghulam Mustafa	Viewing in 3D
40	2K20/ITE/43	Ghulam Rasool Sahil	Jawaid Ahmed	Projection & Types
42	2K20/ITE/45	Haasan Ali	Muhammad Ilyas	Virtual Cameras
43	2K20/ITE/46	Hammad	Arshad Ali	Tweening in Animations
44	2K20/ITE/47	Hamza	Maqsood Ahmed	Double Buffering
45	2K20/ITE/48	Hamza Khan	Akhtar Zaman	Keyframe Animation
46	2K20/ITE/49	Hasnain	Muhammad Ishaque	Lighting
47	2K20/ITE/50	Hasnain	Muhammad Afzal	Illumination models
48	2K20/ITE/51	Hasnain Hassan	Ashfaque Hussain	Surface Rendering
49	2K20/ITE/52	Hasnat Khokhar	Nasrullah Khokhar	Material & Texture
50	2K20/ITE/53	Hassam Ullah Khan	Fahim Ullah Khan	Blinn, Phong
51	2K20/ITE/54	Huzaif Ayaz	Ayaz Hassan	Phong-E Materials
53	2K20/ITE/56	Huzaifa Ali Siddiqui	Muhammad Ali Siddiqui	Shading Networks
54	2K20/ITE/57	Ibtasam Hussain	Aslam Perwaiz	RayTrace

56	2K20/ITE/59	Israr Ahmed	Gulzar Ahmed	Photorealist rendering
57	2K20/ITE/60	Jahanzeb Ali	Muhammad Amin Soomro	Virtual Reality
58	2K20/ITE/61	Janib Hussain Baloch	Hamid Hussain Baloch	Augmented Reality
59	2K20/ITE/62	Kashif Ali	Abdul Jabbar	Game Design & Gaphics Properties
60	2K20/ITE/63	Kasihish	Kishwer Lal	Virtual Humans
62	2K20/ITE/65	Malik Muhammad Huzaifa	Malik Muhammad Yaqoob	Procedural Graphics
64	2K20/ITE/68	Mehkar	Mumtaz Ali	Procedural Modeling
65	2K20/ITE/69	Mir Muhammad	Muhammad Ibrahim	Human motion through Motion Capture
67	2K20/ITE/71	Mohammad Yasir	Irshad Ali	Mobile based Augmented Reality
69	2K20/ITE/73	Mubashir	Mansoor Ali	Computer Graphics & Applications
71	2K20/ITE/75	Muhammad Ahsan	Muhammad Bashir	Types of Graphics
72	2K20/ITE/76	Muhammad Ali	Illahi Bux	Raster Scale Display
74	2K20/ITE/78	Muhammad Awais	Muhammad Sharif	CRT
75	2K20/ITE/79	Muhammad Aziz	Mukhtar Alam	LCD
76	2K20/ITE/80	Muhammad Bux	Shah Bux	LED
77	2K20/ITE/81	Muhammad Furqan	Muhammad Aslam	Input Devices
79	2K20/ITE/83	Muhammad Humza Habib	Muhammad Arif Pirzada	Line Drawing Algorithms
82	2K20/ITE/86	Muhammad Laraib Munam	Syed Moin Uddin	Scan Conversion
83	2K20/ITE/87	Muhammad Mujeeb	Abdul Hameed	DDA Algorithm
84	2K20/ITE/88	Muhammad Mujtaba Ansar	Ansar Anwar	Mid point Line Drawing
85	2K20/ITE/89	Muhammad Nabeel Khan	Muhammad Younus Khan	Bresenhams Line Drawing
87	2K20/ITE/91	Muhammad Taha	Jan Muhammad	8-Quadruets of Circle
88	2K20/ITE/92	Muhammad Taha Shahid Siddiqui	Muhammad Shahid Siddiqui	Bresenhams Circle Drawing
89	2K20/ITE/93	Muhammad Umair	Sakhawat Ali	Polygons
90	2K20/ITE/94	Muhammad Umair Faiz	Faizullah Malik	Polygons Fill Algorithm
91	2K20/ITE/95	Muhammad Usman	Muhammad Asad	2D Transformation
92	2K20/ITE/96	Muhammad Uzair	Shafi Muhammad	Translation Algorithm
93	2K20/ITE/97	Nabeel Ahmed	Abdul Saleem	Rotation Algorithm
94	2K20/ITE/98	Naveed Ahmed	Suhnal Khan	Scaling Algorithm
95	2K20/ITE/99	Owais Mustafa	Zahid Mustafa	3D Graphics
97	2K20/ITE/101	Qammerdin	Liaquat Ali	2D vs 3D Graphics
98	2K20/ITE/102	Rahul Dev	Nehal Chand	3D Modeling
99	2K20/ITE/103	Rakesh Kumar	Roopan Mal	Polygon Modeling
100	2K20/ITE/104	Rashid Ali	Ali Muhammad	2D viewing (viewing pipeline, clipping & Windowing)
102	2K20/ITE/106	Saad	Muhammad Azeem	Viewing in 3D
103	2K20/ITE/107	Sadaqat Ali	Liaqat Ali	Projection & Types
104	2K20/ITE/108	Sajid Ali	Habib Ullah	Virtual Cameras
106	2K20/ITE/110	Salman Khan	Habibullah Brohi	Tweening in Animations

108	2K20/ITE/112	Sameer	Ameer Bux	Double Buffering
110	2K20/ITE/115	Saqlain Haider	Muhammad Zubair	Keyframe Animation
111	2K20/ITE/116	Sarfraz	Karimullah	Lighting
112	2K20/ITE/117	Shabnoor	Muhammad Arif	Illumination models
113	2K20/ITE/118	Shadab Ali	Shoukat Ali	Surface Rendering
114	2K20/ITE/119	Shagufta	Naseer Muhammad	Material & Texture
115	2K20/ITE/120	Shah Bakhsh	Hussain Bakhsh	Blinn, Phong
116	2K20/ITE/121	Shaheryar	Manzoor Ali	Phong-E Materials
117	2K20/ITE/122	Shaheryar	Abu Bakar	Shading Networks
118	2K20/ITE/123	Shahjahan	Malik Muhammad Iqbal	RayTrace
121	2K20/ITE/126	Shoukat	Akbar Ali	Photorealist rendering
122	2K20/ITE/127	Steephan Masih	Shoukat Masih	Virtual Reality
123	2K20/ITE/128	Sudheer Ahmed	Muhammad Ibrahim	Augmented Reality
124	2K20/ITE/129	Suhaib Ahmed	Abdul Samad	Game Design & Gaphics Properties
125	2K20/ITE/130	Suhail Ahmed	Ahmed Khan	Virtual Humans
128	2K20/ITE/133	Syed Muhammad Talha	Feroz Zaman	Procedural Graphics
129	2K20/ITE/134	Syed Noor Ali	Muhammad Khalid Shah	Procedural Modeling
130	2K20/ITE/135	Tahir Raza	Muhammad Ilyas	Human motion through Motion Capture
131	2K20/ITE/136	Taimoor Ali	Ghulam Murtaza	Mobile based Augmented Reality
132	2K20/ITE/137	Tanveer Noor	Allah Noor	Line Drawing Algorithms
134	2K20/ITE/141	Usama	Ghullam Murtaza	Scan Conversion
135	2K20/ITE/142	Uzair Ahmed	Dil Sher Ahmed	DDA Algorithm
136	2K20/ITE/143	Uzair Ahmed	Ghulam Qadir Laghari	Mid point Line Drawing
139	2K20/ITE/146	Wasif Ahmed Khan	Atif Ahmed Khan	Bresenhams Line Drawing
140	2K20/ITE/147	Zaki Khan	Shafiullah Khan	8-Quadruets of Circle
142	2K20/ITE/149	Ali Aashir	Imtiaz	Bresenhams Circle Drawing
143	2K20/ITE/150	Farhan Ali	Faiz Muhammad	Polygons
144	2K20/ITE/151	Ghulam Murtaza	Raza Muhammad	Polygons Fill Algorithm
145	2K20/ITE/152	Mubeen	Gul Muhammad	2D Transformation
146	2K20/ITE/153	Muhammad Yasir	Muhammad Saeed Khan	Translation Algorithm
148	2K20/ITE/155	Rameen	Muhammad Nafees	Rotation Algorithm
149	2K20/ITE/156	Yasir Ahmed Khan	Nisar Ahmed Khan	Scaling Algorithm