Unit 1

Computer graphics and it's application

Unit 2

Raster scan and it's architecture

Frame buffer

CRT monitor

Explain color generation techniques in CRT monitor

Short note:

Touch screen

Table

Video controller

Unit 3

Bresenhams line drawing algorithm

Midpoint circle drawing

Unit 4

2D transformation and it's types(translation,scaling,rotation

,reflection,shearing)

Fixed/pilot point rotation

Windows to viewport transformation

Clipping

Cohen sutherl line Clipping

Unit 5

Projection and it's types

3d transformation and it's types

Hidden surface removal techniques (back face detection , z-buffer or depth buffer)

Short note

Better curve

Splines

Unit 6

Ambient light, specular reflection,diffuse reflection (describe)

Gouraud ,phong shading