Unit 1

* Computer graphics and its 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

* Brenham’s 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