Maulana Abul Kalam Azad University of Technology, West Bengal

(Formerly West Bengal University of Technology)

Syllabus for B. Tech in Computer Science & Engineering

(Applicable from the academic session 2018-2019)

Computer Graphics
Code: PEC-IT501D
Contacts: 3L

Name of the Course:	**Computer Graphics**	
Course Code: PEC-IT501D	Semester: V	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		**Examination Scheme**
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/ Unit
1	**Introduction to computer graphics & graphics systems [6L**]: Overview of computer graphics, representing pictures, preparing, presenting & interacting with pictures for presentations; Visualization & image processing; RGB color model, direct coding, lookup table; storage tube graphics display, Raster scan display, 3D viewing devices, Plotters, printers, digitizers, Light pens etc.; Active & Passive graphics devices; Computer graphics software. **Scan conversion [8L]:** Points & lines, Line drawing algorithms; DDA algorithm, Bresenham's line algorithm, Circle generation algorithm; Ellipse generating algorithm; scan line polygon, fill algorithm, boundary fill algorithm, flood fill algorithm.	14	
2	**2D transformation & viewing [15L]:** Basic transformations: translation, rotation, scaling; Matrix representations & homogeneous coordinates, transformations between coordinate systems; reflection shear; Transformation of points, lines, parallel lines, intersecting lines. Viewing pipeline, Window to view port co-ordinate transformation, clipping operations, point clipping, line clipping, clipping circles, polygons & ellipse. Cohen and Sutherland line clipping, Sutherland-Hodgeman Polygon clipping, Cyrus-beck clipping method 3D transformation & viewing [5L]: 3D transformations: translation, rotation, scaling & other transformations. Rotation about an arbitrary axis in space, reflection through an arbitrary plane; general parallel projection transformation; clipping, view port clipping, 3D viewing.	20	
	Curves [3L]: Curve representation, surfaces, designs, Bezier curves,		

3.	B-spline curves, end conditions for periodic B-spline curves, rational B-spline curves. **Hidden surfaces [3L]:** Depth comparison, Z-buffer algorithm, Back face detection, BSP tree method, the Painter's algorithm, scan-line algorithm; Hidden line elimination, wire frame methods , fractal - geometry. **Color & shading models [2L]:** Light & color model; interpolative shading model; Texture. **Introduction to Ray-tracing: [3L]** Human vision and color, Lighting, Reflection and transmission models.	6	

Text book and Reference books:

1. Hearn, Baker – "Computer Graphics (C version 2nd Ed.)" – Pearson education
2. Z. Xiang, R. Plastock – " Schaum's outlines Computer Graphics (2nd Ed.)" – TMH
3. D. F. Rogers, J. A. Adams – "Mathematical Elements for Computer Graphics (2nd Ed.)" – TMH