IMP Topics - **CGMS**

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1. DDA algorithm and Brenham algorithm for line drawing
2. Midpoint algorithm for circle
3. Aliasing and Antialiasing techniques
4. Scan line Polygon Fill algorithm, inside outside tests,
5. Boundary Fill and Flood fill algorithm.
6. Basic 2D transformations: Translation, Scaling, Rotation, Reflection.
7. Matrix representation and Homogeneous Coordinates.
8. Composite transformation.
9. Viewing transformation pipeline and Window to Viewport coordinate transformation.
10. Point clipping and Line Clipping.
11. Cohen-Sutherland and Liang-Barsky
12. Sutherland- Hodgeman
13. 3D Transformations: Translation, Rotation, Scaling.
14. Rotation about an arbitrary axis.
15. Bezier Curve
16. B-Spline Curve.
17. Fractal
18. Koch Curve.

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