**CAT 2 Topics**

1. Reflection and Shearing Transformation (Equations, Matrices and Numerical)
2. Viewing Pipeline, Window to Viewport Transportation (Derivation and numerical).
3. Point Clipping, Line Clipping- Cohen Sutherland Algo (Algo and Numerical).
4. Polygon Clipping- Sutherland Hodgeman Polygon clipping Algo ( Algo and Numerical).
5. Curve Clipping, Text Clipping (Introduction).
6. 3 D Geometric Transformation (Equations and Matrices), 3 D Projection- Parallel and Perspective Projection.
7. Blobby Objects, Polygon Meshes, Bezier curve and B Spline Curve (Introduction)