Cycle 1

1. (a) Familiarisation of computer graphics hardware and software - Write introduction, CRT, raster scan, random scan, monitor parameter, flat panel displays, input devices,output devices
(b) Familiarisation of Display Standards(CGA,MDA,SVGA,.....,etc).
(c) Familiarisation of OpenGL - Along with point plotting program and output.

2. dda line drawing

3. bresenham line drawing

4. circle drawing : polar, non polar, mid point

5. ellipse drawing: polar, non polar, mid point

Cycle 2

1.Experiment V:2D transformations Write a menu driven program to Implement 2D transformations on an equilateral triangle A: Translation B: Rotation C: Scaling D: Reflection

2.Experiment VIII: Seed filling algorithms
Write a program to implement seed filling using
a)flood fill
b)boundary fill

3. EXPERIMENT VII: Bezier curve algorithm
Write a program to implement Bezier curve algorithm

4.Experiment VI: Clipping algorithms
Write a program to
A)clip a line using Cohen Sutherland Line Clipping algorithm.
B)clip a polygon using Sutherland Hodgeman polygon clipping algorithm

cycle 3

1.Write a program to display swinging pendulum

2. Write a program to show flag fluttering

3. Write a program to show car motion. There should be facilities to control the direction, speed and horn

4. Write a program to show clock with its hour, minute and second hans

5. Write a program to show a planet rotating around sun.

6. Write a program to show water filing in a bucket