Course code	Course Name vyshnav Course Name	L-T-P Credits	Year of Introduction
CS401	COMPUTER GRAPHICS	4-0-0-4	2016

Course Objectives :

- To introduce concepts of graphics input and display devices.
- To discuss line and circle drawing algorithms.
- To introduce 2D and 3D transformations and projections.
- To introduce fundamentals of image processing.

Syllabus:

Basic Concepts in Computer Graphics. Input devices. Display devices. Line and circle drawing Algorithms. Solid area scan-conversion. Polygon filling. Two dimensional transformations. Windowing, clipping. 3D Graphics, 3D transformations. Projections – Parallel, Perspective. Hidden Line Elimination Algorithms. Image processing – digital image representation – edge detection – Robert, Sobel, Canny edge detectors. Scene segmentation and labeling – region-labeling algorithm – perimeter measurement.

Expected Outcome:

The Students will be able to :

i. compare various graphics devices
ii. analyze and implement algorithms for line drawing, circle drawing and polygon filling
iii. apply geometrical transformation on 2D and 3D objects
iv. analyze and implement algorithms for clipping
v. apply various projection techniques on 3D objects
vi. summarize visible surface detection methods
vii. interpret various concepts and basic operations of image processing

Text Books:

1. Donald Hearn and M. Pauline Baker, Computer Graphics, PHI, 2e, 1996
2. E. Gose, R. Johnsonbaugh and S. Jost., Pattern Recognition and Image Analysis, PHI PTR, 1996 (Module VI – Image Processing part)
3. William M. Newman and Robert F. Sproull , Principles of Interactive Computer Graphics. McGraw Hill, 2e, 1979
4. Zhigang Xiang and Roy Plastock, Computer Graphics (Schaum's outline Series), McGraw Hill, 1986.

References:

1. David F. Rogers , Procedural Elements for Computer Graphics, Tata McGraw Hill, 2001.
2. M. Sonka, V. Hlavac, and R. Boyle, Image Processing, Analysis, and Machine Vision, Thomson India Edition, 2007.
3. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing. Pearson, 2017

Course Plan			
Module	COMPUTER GRAPHICS 4-0-0-4 Course Objectives : To introduce concepts of graphic **Contents**	**Hours**	**End Sem. Exam Marks**
I	Basic concepts in Computer Graphics – Types of Graphic Devices – Interactive Graphic inputs – Raster Scan and Random Scan Displays.	7	15%
II	Line Drawing Algorithm- DDA, Bresenham's algorithm – Circle Generation Algorithms –Mid point circle algorithm, Bresenham's algorithm- Scan Conversion-frame buffers – solid area scan conversion – polygon filling algorithms	8	15%
FIRST INTERNAL EXAM			
III	Two dimensional transformations. Homogeneous coordinate systems – matrix formulation and concatenation of transformations. Windowing concepts –Window to Viewport Transformation- Two dimensional clipping-Line clipping – Cohen Sutherland, Midpoint Subdivision algorithm	8	15%
IV	Polygon clipping-Sutherland Hodgeman algorithm, Weiler-Atherton algorithm, Three dimensional object representation-Polygon surfaces, Quadric surfaces – Basic 3D transformations	8	15%
SECOND INTERNAL EXAM			
V	Projections – Parallel and perspective projections – vanishing points. Visible surface detection methods– Back face removal- Z-Buffer algorithm, A-buffer algorithm, Depth-sorting method, Scan line algorithm.	9	20%
VI	Image processing – Introduction - Fundamental steps in image processing – digital image representations – relationship between pixels – gray level histogram –spatial convolution and correlation – edge detection – Robert, Prewitt, Sobel.	8	20%
END SEMESTER EXAM			