UNIVERSITY COLLEGE OF ENGINEERING, BIT-CAMPUS,
ANNA UNIVERSITY, TIRUCHIRAPPALLI.
DEPARTMENT OF IT/CSE
LESSON PLAN

Sub Name: GRAPHICS AND MULTIMEDIA   Sub Code: IT6501
Class   : B.TECH - IT   Year & Sem: **III & V**

S.NO	TOPICS TO BE COVERED	NO OF PERIODS	BOOKS REFERRED
	UNIT I - OUTPUT PRIMITIVES		
Basic − Line − Curve and ellipse drawing algorithms − Examples – Applications - Attributes − Two-Dimensional geometric transformations − Two-Dimensional clipping and viewing – Input techniques			
1	Basic Line	1	T1
2	Curve	1	T1
3	Ellipse drawing algorithms Examples	1	T1
4	Applications	1	T1
5	Attributes	1	T1
6	Two- Dimensional geometric transformations	1	T1
7	Two-Dimensional clipping	1	T1
8	Viewing	1	T1
9	Input techniques	1	T1
	UNIT II - THREE-DIMENSIONAL CONCEPTS		
Three - Dimensional object representations − Three-Dimensional geometric and modeling transformations − Three-Dimensional viewing − Hidden surface elimination − Color models – Virtual reality - Animation.			
10	Three - Dimensional object representations	1	T1
11	Three-Dimensional geometric	1	T1
12	Modeling	1	T1
13	Transformations	1	T1
14	Three-Dimensional viewing.	1	T1
15	Hidden surface elimination	1	T1
16	Color models	1	T1
17	Virtual reality	1	T1
18	Animation	1	T1

UNIT III - MULTIMEDIA SYSTEMS DESIGN			
Multimedia basics − Multimedia applications − Multimedia system architecture – Evolving technologies for multimedia − Defining objects for multimedia systems − Multimedia data interface standards − Multimedia databases.
19	Multimedia basics	1	T2
20	Multimedia applications	1	T2
21	Multimedia system architecture	1	T2
22	Evolving technologies for multimedia	1	T2
23	Defining objects for multimedia systems	1	T2
24	Multimedia data interface standards	1	T2
25	Multimedia databases	1	T2
**UNIT IV - MULTIMEDIA FILE HANDLING**
Compression and decompression − Data and file format standards − Multimedia I/O technologies − Digital voice and audio − Video image and animation − Full motion video − Storage and retrieval technologies.
28	Compression and decompression	1	T2
29	Data and file format standards	1	T2
30	Multimedia I/O technologies	1	T2
31	Digital voice	1	T2
32	Audio	1	T2
33	Video image and animation	1	T2
34	Full motion video	1	T2
35	Storage	1	T2
36	Retrieval technologies.	1	T2
**UNIT V - HYPERMEDIA**
Multimedia authoring and user interface − Hypermedia messaging − Mobile messaging − Hypermedia message component − Creating hypermedia message − Integrated multimedia message standards − Integrated document management − Distributed multimedia systems.
37	Multimedia authoring	1	T2
38	User interface	1	T2
39	Hypermedia messaging	1	T2
40	Mobile messaging	1	T2
41	Hypermedia message component	1	T2
42	Creating hypermedia message	1	T2
43	Integrated multimedia message standards	1	T2
44	Integrated document management	1	T2
45	Distributed multimedia systems	1	T2

TEXT BOOKS:
T1. Donald Hearn and M. Pauline Baker, "Computer Graphics C Version", Pearson
     Education, 2003.
T2. Andleigh, P. K and Kiran Thakrar, "Multimedia Systems and Design", PHI, 2003.

REFERENCES:
R1. Judith Jeffcoate, "Multimedia in practice: Technology and Applications", PHI, 1998.
R2. Foley, Vandam, Feiner and Huges, "Computer Graphics: Principles and Practice", 2nd
     Edition, Pearson Education, 2003

Signature of the Faculty   **Signature of the HOD**