Course code	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.

Field 1

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