

References

1. Computer Graphics: Principles and Practice 2nd Edition in C, James D. Foley, Andries van Dam, Steven K. Feiner, John F. Hughes, Pearson Education Asia, 1999.
2. Computer Graphics C version (2nd Edition), D.Hearn, M.P. Baker: Pearson Education, 2006.
3. Mathematical Elements for Computer Graphics 2nd Edition, D.F. Rogers, J. A. Adams, McGraw Hill 2nd edition, 2002.

Practical List Based on Computer Graphics

1. Write a program to implement Bresenham's line drawing algorithm.
2. Write a program to implement mid-point circle drawing algorithm.
3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.
5. Write a program to fill a polygon using Scan line fill algorithm.
6. Write a program to apply various 2D transformations on a 2D object (use homogenous Coordinates).
7. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
8. Write a program to draw Hermite /Bezier curve.