CORE COURSE – XIII - COMPUTER GRAPHICS

Unit I

A survey of computer graphics – Overview of Graphic systems - Output primitive (Mathematical functions for creating graphic outputs) – setting attribute of Output primitives

Unit II

Two dimensional geometric transformations – Two dimensional viewing

Unit III

Graphic structures – Hierarchical modeling – Graphical user interfaces and interactive input methods

Unit IV

3D Concepts – 3D Object Representation – 3D Geometric and Modeling Transformations

Unit V

Visible surface detection methods - Illumination models – Computer Animation

Text Book:

1. Hearn Donald, Baker Paulin M., Computer graphics – C version, Second edition, Pearson education, 2006. (ISBN 81-7758-765-X)

References:

1. Newman William M., & Sproull Robert F. , Principles of interactive computer graphics, Second edition, Tata –McGraw Hill, 1 (ISBN 0-07-463293-0)