

ELECTIVE COURSE III – 7-COMPUTER GRAPHICS

UNIT-I

A survey of computer graphics – Overview of Graphic systems

UNIT-II

Output primitives (Mathematical functions for creating graphic outputs) – setting attribute of Output primitives.

UNIT-III

Two dimensional geometric transformations – Two dimensional viewing .

UNIT-IV

Graphic structures – Hierarchical modeling – Graphical user interfaces and interactive input methods - Visible surface detection methods.

UNIT-V

Illumination models – Surface rendering methods – Color 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) [**Unit-1** :(Chapters 1, 2); **Unit-2** : (Chapters 3,4); **Unit-3** (Chapters 5, 6); **Unit-4** (Chapters 7, 8, 13), **Unit-5** (Chapters 14, 15, 16)]

REFERENCE BOOK:

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