ELECTIVE V – 4 - COMPUTER GRAPHICS

UNIT-I

A survey of computer graphics – Overview of Graphic systems- output primitive (Mathematical functions for creating graphic output) – 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)

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)