CC-XIII COMPUTER GRAPHICS AND MULTIMEDIA

UNIT I

A survey of Computer Graphics – Overview of graphic systems.

UNIT II

Output primitives (Points, line, circle, curves drawing, Pixel addressing) - Attributes of output primitives (Line attributes, curve attributes, Area fill attributes, Character attributes, Bundled attributes, anti aliasing).

UNIT III

Uses of multimedia information – Convergence of computer, communication, and entertainment products – Architecture and issues for distributed multimedia systems.

UNIT IV

Digital audio representation and processing – Video technology.

UNIT V

Operating system support for continuous media applications – Middleware system services architecture – Multimedia devices, Presentation services and the user interface.

TEXT BOOK:

1.**Hearn Donald, Baker Paulin M.,** Computer Graphics – C version, Second edition, Pearson education, ISBN 81-7758765-x. **[Unit-1 (**Chapters – 1,2) ; **Unit-2 (**Chapters – 3,4) ;
2 .**Buford J. F Koegel,** Multimedia systems, Twelfth Indian reprint, Pearson education, ISBN 81-7808162-8. **Unit-3 (**Chapters –1,2,3); **Unit-4 (**Chapters – 4,5); **Unit-5 (**Chapters –8,9,10)