

CS6504 COMPUTER GRAPHICS SYLLABUS

L T P C 3 0 0 3

OBJECTIVES:

The student should be made to:

- Gain knowledge about graphics hardware devices and software used.
- Understand the two-dimensional graphics and their transformations.
- Understand the three-dimensional graphics and their transformations.
- Appreciate illumination and color models.
- Be familiar with understand clipping techniques.

UNIT I INTRODUCTION 9

Survey of computer graphics, Overview of graphics systems – Video display devices, Raster scan systems, Random scan systems, Graphics monitors and Workstations, Input devices, Hard copy Devices, Graphics Software; Output primitives – points and lines, line drawing algorithms, loading the frame buffer, line function; circle and ellipse generating algorithms; Pixel addressing and object geometry, filled area primitives.

UNIT II TWO-DIMENSIONAL GRAPHICS 9

Two dimensional geometric transformations – Matrix representations and homogeneous coordinates, composite transformations; Two-dimensional viewing – viewing pipeline, viewing coordinate reference frame; widow-to-viewport coordinate transformation, Two-dimensional viewing functions; clipping operations – point, line, and polygon clipping algorithms.

UNIT III THREE-DIMENSIONAL GRAPHICS 10

Three dimensional concepts; Three-dimensional object representations – Polygon surfaces- Polygon tables- Plane equations - Polygon meshes; Curved Lines and surfaces, Quadratic surfaces; Blobby objects; Spline representations – Bezier curves and surfaces -B-Spline curves and surfaces. TRANSFORMATION AND VIEWING: Three dimensional geometric and modeling transformations – Translation, Rotation, Scaling, composite transformations; Three-dimensional viewing – viewing pipeline, viewing coordinates, Projections, Clipping; Visible surface detection methods.

UNIT IV ILLUMINATION AND COLOUR MODELS 7

Light sources - basic illumination models – halftone patterns and dithering techniques; Properties of light - Standard primaries and chromaticity diagram; Intuitive colour concepts - RGB colour model - YIQ colour model - CMY colour model - HSV colour model - HLS colour model; Colour selection.

UNIT V ANIMATIONS & REALISM 10

ANIMATION GRAPHICS: Design of Animation sequences – animation function – raster animation – key frame systems – motion specification –morphing – tweening. COMPUTER GRAPHICS REALISM: Tiling the plane – Recursively defined curves – Koch curves – C curves – Dragons – space filling curves – fractals – Grammar based models – fractals – turtle graphics – ray tracing.

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For Questions, Notes, Syllabus & Results

TEXT BOOKS:

1. John F. Hughes, Andries Van Dam, Morgan Mc Guire, David F. Sklar, James D. Foley, Steven K. Feiner and Kurt Akeley," Computer Graphics: Principles and Practice", 3rd Edition, Addison Wesley Professional,2013. (UNIT I, II, III, IV).
2. Donald Hearn and Pauline Baker M, "Computer Graphics", Prentice Hall, New Delhi, 2007 (UNIT V).

REFERENCES:

1. Donald Hearn and M. Pauline Baker, Warren Carithers, "Computer Graphics With Open GL", 4th Edition, Pearson Education, 2010.
2. Jeffrey McConnell, "Computer Graphics: Theory into Practice", Jones and Bartlett Publishers, 2006.
3. Hill F S Jr., "Computer Graphics", Maxwell Macmillan", 1990.
4. Peter Shirley, Michael Ashikhmin, Michael Gleicher, Stephen R Marschner, Erik Reinhard, Kelvin Sung, and AK Peters, Fundamental of Computer Graphics, CRC Press, 2010.
5. William M. Newman and Robert F. Sproull, "Principles of Interactive Computer Graphics", Mc Graw Hill 1978.
6. <http://nptel.ac.in/>