

Syllabus for B.Tech(Information Technology) Up to Fourth Year



Computer Graphics

IT-604B

Contracts: 3L

Credits- 3

Module I:

Introduction to computer graphics & graphics systems [6L]: Overview of computer graphics, representing pictures, preparing, presenting & interacting with pictures for presentations; Visualization & image processing; RGB color model, direct coding, lookup table; storage tube graphics display, Raster scan display, 3D viewing devices, Plotters, printers, digitizers, Light pens etc.; Active & Passive graphics devices; Computer graphics software.

Scan conversion [8L]: Points & lines, Line drawing algorithms; DDA algorithm, Bresenham's line algorithm, Circle generation algorithm; Ellipse generating algorithm; scan line polygon, fill algorithm, boundary fill algorithm, flood fill algorithm.

Module II:

2D transformation & viewing [15L]: Basic transformations: translation, rotation, scaling; Matrix representations & homogeneous coordinates, transformations between coordinate systems; reflection shear; Transformation of points, lines, parallel lines, intersecting lines. Viewing pipeline, Window to view port co-ordinate transformation, clipping operations, point clipping, line clipping, clipping circles, polygons & ellipse. Cohen and Sutherland line clipping,

Sutherland-Hodgeman Polygon clipping, Cyrus-beck clipping method

3D transformation & viewing [5L]: 3D transformations: translation, rotation, scaling & other transformations. Rotation about an arbitrary axis in space, reflection through an arbitrary plane; general parallel projection transformation; clipping, view port clipping, 3D viewing.

Module III:

Curves [3L]: Curve representation, surfaces, designs, Bezier curves, B-spline curves, end conditions for periodic B-spline curves, rational B-spline curves.

Hidden surfaces [3L]: Depth comparison, Z-buffer algorithm, Back face detection, BSP tree method, the Painter's algorithm, scan-line algorithm; Hidden line elimination, wire frame methods, fractal - geometry.

Color & shading models [2L]: Light & color model; interpolative shading model; Texture.

Introduction to Ray-tracing: [3L]

Human vision and color, Lighting, Reflection and transmission models.

Books:

1. Hearn, Baker – “Computer Graphics (C version 2nd Ed.)” – Pearson education
2. Z. Xiang, R. Plastock – “Schaum's outlines Computer Graphics (2nd Ed.)” – TMH
3. D. F. Rogers, J. A. Adams – “Mathematical Elements for Computer Graphics (2nd Ed.)” – TMH