

CSE -303 F

Computer Graphics

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Class Work : 50 Marks
Exam : 100 Marks
Total : 150 Marks

Duration of Exam : 3 Hrs.

NOTE: For setting up the question paper, question no 1 will be set up from all the four sections which will be compulsory and of short answer type. Two questions will be set from each of the four sections. The students have to attempt first common question, which is compulsory, and one question from each of the four sections. Thus students will have to attempt 5 questions out of 9 questions.

Section-A

Introduction to Computer Graphics: What is Computer Graphics, Computer Graphics Applications, Computer Graphics

Hardware and software, Two dimensional Graphics Primitives: Points and Lines, Line drawing algorithms: DDA, Bresenham's; Circle drawing algorithms: Using polar coordinates, Bresenham's circle drawing, mid point circle drawing algorithm; Filled area algorithms: Scanline: Polygon filling algorithm, boundary filled algorithm.

Section-B

Two/Three Dimensional Viewing: The 2-D viewing pipeline, windows, viewports, window to view port mapping; Clipping: point, clipping line (algorithms):- 4 bit code algorithm, Sutherland-cohen algorithm, parametric line clipping algorithm (Cyrus Beck).

Polygon clipping algorithm: Sutherland-Hodgeman polygon clipping algorithm. Two dimensional transformations: transformations, translation, scaling, rotation, reflection, composite transformation.

Section-C

Three-dimensional transformations: Three dimensional graphics concept, Matrix representation of 3-D Transformations, Composition of 3-D transformation.

Viewing in 3D: Projections, types of projections, the mathematics of planner geometric projections, coordinate systems.

Hidden surface removal: Introduction to hidden surface removal. The Z- buffer algorithm, scanline algorithm, area sub-division algorithm.

Section-D

Representing Curves and Surfaces: Parametric representation of curves: Bezier curves, B-Spline curves. Parametric representation of surfaces; Interpolation method.

Illumination, shading, image manipulation: Illumination models, shading models for polygons, shadows, transparency. What is an image? Filtering, image processing, geometric transformation of images.

Text Books:

- Computer Graphics Principles and Practices second edition by James D. Foley, Andeies van Dam, Stevan K. Feiner and Johb F. Hughes, 2000, Addison Wesley.
- nd
Computer Graphics by Donald Hearn and M.Pauline Baker, 2 Edition, 1999, PHI

Reference Books:

- Procedural Elements for Computer Graphics – David F. Rogers, 2001, T.M.H Second Edition
- Fundamentals of 3Dimensional Computer Graphics by Alan Watt, 1999, Addison Wesley.
- Computer Graphics: Secrets and Solutions by Corrign John, BPB
- Graphics, GUI, Games & Multimedia Projects in C by Pilania & Mahendra, Standard Publ.
- Computer Graphics Secrets and solutions by Corrign John, 1994, BPV
- Introduction to Computer Graphics By N. Krishanmurthy T.M.H 2002