

ST. ANN'S COLLEGE OF ENGINEERING & TECHNOLOGY: CHIRALA
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

LECTURE SCHEDULE

Subject: Computer Graphics

Academic Year: 2019-20

Name : Dr.A.VEERASWAMY

Year & Sem/Section: II-I-SEM 'A'

No. of Lectures per week: 4+1*(Tutorial)

S. NO	DATE	UNITS	TOPICS
1	11/6/19	I	2D Primitives :Output primitives
2	12/6/19		Line drawing algorithms
3	13/6/19		Circle drawing algorithm
4	14/6/19		Ellipse drawing algorithm
5	15/6/19		Attributes of output primitives
6	18/6/19		Two dimensional Geometric transformations
7	19/6/19		Two dimensional Geometric transformations
8	20/6/19		TUTORIAL
9	21/6/19		Two dimensional viewing
10	22/6/19		Line clipping algorithm
11	25/6/19		Polygon clipping algorithm
12	26/6/19		Curve clipping algorithm ,Text clipping algorithm
13	27/6/19		TUTORIAL
14	28/6/19		REVISION USING NPTEL/PPT
15	29/6/19		SLIP TEST-1
16	2/7/19	II	3D Concepts Parallel and Perspective projections
17	3/7/19		Three dimensional object representation
18	4/7/19		TUTORIAL
19	5/7/19		Polygons, Curved lines
20	6/7/19		Splines, Quadric Surfaces
21	9/7/19		Visualization of data sets
22	10/7/19		3D transformations-viewing
23	11/7/19		TUTORIAL
24	12/7/19		Visible surface identification
25	16/7/19		SLIP TEST-2
26	17/7/19	III	Graphics Programming Color Models
27	18/7/19		TUTORIAL
28	19/7/19		RGB, YIQ, CMY, HSV
29	20/7/19		Animations
30	23/7/19		General Computer Animation
31	24/7/19		Raster Animation
32	25/7/19		TUTORIAL
33	26/7/19		Key frame Animation
34	27/7/19		Graphics programming using OPENGL
35	30/7/19		Basic graphics primitives
36	31/7/19	Drawing three dimensional objects	
37	1/8/19	TUTORIAL	
38	2/8/19	Drawing three dimensional scenes	
39	3/8/19	REVISION USING NPTEL/PPT	

40	6/8/19		REVISION OF PREVIOUS QUESTION PAPERS
41	7/8/19		REVISION OF PREVIOUS QUESTION PAPERS
42	8/8/19		REVISION OF PREVIOUS QUESTION PAPERS
43	9/8/19		REVISION OF PREVIOUS QUESTION PAPERS
44	10/8/19		REVISION OF PREVIOUS QUESTION PAPERS
45	13/8/19	IV	Rendering Introduction to Shading models
46	14/8/19		TUTORIAL
47	16/8/19		Flat and Smooth shading
48	17/8/19		Adding texture to faces
49	20/8/19		Adding shadows of objects
50	21/8/19		Building a camera in a program
51	22/8/19		TUTORIAL
52	27/8/19		Creating shaded objects
53	28/8/19		Rendering texture, Drawing Shadows
54	29/8/19		TUTORIAL
55	30/8/19		REVISION USING NPTEL/PPT
56	31/8/19		SLIP TEST-3
57	3/9/19	V	Fractals :Fractals and Self similarity
58	4/9/19		Peano curves
59	5/9/19		TUTORIAL
60	6/9/19		Creating image by iterated functions
61	7/9/19		Mandelbrot sets
62	11/9/19		Julia Sets
63	12/9/19		TUTORIAL
64	13/9/19		Julia Sets
65	17/9/19		Random Fractals
66	18/9/19		Random Fractals
67	19/9/19		TUTORIAL
68	20/9/19		SLIP TEST-4
69	21/9/19	VI	Overview of Ray Tracing
70	24/9/19		Intersecting rays with other primitives
71	25/9/19		Intersecting rays with other primitives
72	26/9/19		TUTORIAL
73	27/9/19		Adding Surface texture
74	28/9/19		Adding Surface texture
75	1/10/19		Reflections and Transparency
76	3/10/19		TUTORIAL
77	4/10/19		Reflections and Transparency
78	5/10/19		Boolean operations on Objects
79	8/10/19		REVISION OF PREVIOUS QUESTION PAPERS
80	9/10/19		REVISION OF PREVIOUS QUESTION PAPERS
81	10/10/19		REVISION OF PREVIOUS QUESTION PAPERS
82	11/10/19		REVISION OF PREVIOUS QUESTION PAPERS
83	12/10/19		REVISION OF PREVIOUS QUESTION PAPERS

TEXT BOOKS:

1. Donald Hearn, Pauline Baker, Computer Graphics – C Version, second edition Pearson Education, 2004.

2. F.S. Hill, Computer Graphics using OpenGL, Second edition, Pearson Education, 2003.

REFERENCE BOOKS:

1. James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics- Principles and practice, Second Edition in C, Pearson Education, 2007.

FACULTY MEMBER

HEAD OF THE DEPARTMENT