

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

LECTURE SCHEDULE

Subject: Computer Graphics

Academic Year: 2017-18

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	13/6/17	I	2D Primitives :Output primitives
2	14/6/17		Line drawing algorithms
3	15/6/17		Circle drawing algorithm
4	16/6/17		Ellipse drawing algorithm
5	17/6/17		Attributes of output primitives
6	20/6/17		Two dimensional Geometric transformations
7	21/6/17		Two dimensional Geometric transformations
8	22/6/17		TUTORIAL
9	23/6/17		Two dimensional viewing
10	24/6/17		Line clipping algorithm
11	27/6/17		Polygon clipping algorithm
12	28/6/17		Curve clipping algorithm ,Text clipping algorithm
13	29/6/17		TUTORIAL
14	30/6/17		REVISION USING NPTEL/PPT
15	1/7/17		SLIP TEST-1
16	4/7/17	II	3D Concepts Parallel and Perspective projections
17	5/7/17		Three dimensional object representation
18	6/7/17		TUTORIAL
19	7/7/17		Polygons, Curved lines
20	11/7/17		Splines, Quadric Surfaces
21	12/7/17		Visualization of data sets
22	13/7/17		TUTORIAL
23	14/7/17		3D transformations-viewing, Visible surface identification
24	15/7/17		REVISION USING NPTEL/PPT
25	18/7/17		SLIP TEST-2
26	19/7/17	III	Graphics Programming Color Models
27	20/7/17		TUTORIAL
28	21/7/17		RGB, YIQ, CMY, HSV
29	22/7/17		Animations
30	25/7/17		General Computer Animation
31	26/7/17		Raster Animation
32	27/7/17		TUTORIAL
33	28/7/17		Key frame Animation
34	29/7/17		Graphics programming using OPENGL
35	1/8/17		Basic graphics primitives
36	2/8/17	Drawing three dimensional objects	
37	3/8/17	TUTORIAL	
38	4/8/17	Drawing three dimensional scenes	
39	5/8/17	REVISION USING NPTEL/PPT	

40	8/8/17		REVISION OF PREVIOUS QUESTION PAPERS	
41	9/8/17		REVISION OF PREVIOUS QUESTION PAPERS	
42	10/8/17		REVISION OF PREVIOUS QUESTION PAPERS	
43	11/8/17		REVISION OF PREVIOUS QUESTION PAPERS	
44	12/8/17		REVISION OF PREVIOUS QUESTION PAPERS	
45	16/8/17	IV	Rendering Introduction to Shading models	
46	17/8/17		TUTORIAL	
47	18/8/17		Flat and Smooth shading	
48	19/8/17		Adding texture to faces	
49	22/8/17		Adding shadows of objects	
50	23/8/17		Building a camera in a program	
51	24/8/17		TUTORIAL	
52	29/8/17		Creating shaded objects	
53	30/8/17		Rendering texture, Drawing Shadows	
54	31/8/17		TUTORIAL	
55	1/9/17		REVISION USING NPTEL/PPT	
56	5/9/17		SLIP TEST-3	
57	6/9/17		V	Fractals :Fractals and Self similarity
58	7/9/17			TUTORIAL
59	8/9/17	Peano curves		
60	9/9/17	Creating image by iterated functions		
61	12/9/17	Mandelbrot sets		
62	13/9/17	Julia Sets		
63	14/9/17	TUTORIAL		
64	15/9/17	Random Fractals		
65	16/9/17	REVISION USING NPTEL/PPT		
66	19/9/17	SLIP TEST-4		
67	20/9/17	VI		Overview of Ray Tracing
68	21/9/17		TUTORIAL	
69	22/9/17		Intersecting rays with other primitives	
70	23/9/17		Intersecting rays with other primitives	
71	26/9/17		Adding Surface texture	
72	27/9/17		Adding Surface texture	
73	3/10/17		Reflections and Transparency	
74	4/10/17		Reflections and Transparency	
75	5/10/17		TUTORIAL	
76	6/10/17		Boolean operations on Objects.	
77	7/10/17		REVISION USING NPTEL/PPT	
78	10/10/17		REVISION OF PREVIOUS QUESTION PAPERS	
79	11/10/17		REVISION OF PREVIOUS QUESTION PAPERS	
80	12/10/17		REVISION OF PREVIOUS QUESTION PAPERS	
81	13/10/17		REVISION OF PREVIOUS QUESTION PAPERS	
82	14/10/17		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