

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

LECTURE SCHEDULE

Subject: Computer Graphics

Academic Year: 2018-19

Name : Dr.A.VEERASWAMY

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

No. of Lectures per week: 5+1*(Tutorial)

S. NO	DATE	UNITS	TOPICS
1	11/06/2018	I	2D Primitives :Output primitives
2	12/06/2018		Line drawing algorithms
3	13/06/2018		Circle drawing algorithm
4	14/06/2018		Ellipse drawing algorithm
5	18/06/2018		Attributes of output primitives
6	19/06/2018		Two dimensional Geometric transformations
7	20/06/2018		Two dimensional Geometric transformations
8	21/06/2018		TUTORIAL
9	22/06/2018		Two dimensional viewing
10	23/06/2018		Line clipping algorithm
11	25/06/2018		Polygon clipping algorithm
12	26/06/2018		Curve clipping algorithm
13	27/06/2018		Text clipping algorithm
14	28/06/2018		TUTORIAL
15	29/06/2018		REVISION USING NPTEL/PPT
16	30/06/2018		SLIP TEST-1
17	02/07/2018	II	3D Concepts Parallel and Perspective projections
18	03/07/2018		Three dimensional object representation
19	04/07/2018		Polygons, Curved lines
20	05/07/2018		TUTORIAL
21	06/07/2018		Splines, Quadric Surfaces
22	07/07/2018		Visualization of data sets
23	09/07/2018		3D transformations-viewing
24	10/07/2018		Visible surface identification
25	11/07/2018		REVISION USING NPTEL/PPT
26	12/07/2018		SLIP TEST-2
27	13/07/2018	III	Graphics Programming Color Models
28	14/07/2018		TUTORIAL
29	16/07/2018		RGB
30	17/07/2018		YIQ
31	18/07/2018		CMY
32	19/07/2018		TUTORIAL
33	20/07/2018		HSV
34	21/07/2018		Animations
35	23/07/2018		General Computer Animation
36	24/07/2018		Raster Animation
37	25/07/2018		Key frame Animation
38	26/07/2018		TUTORIAL
39	27/07/2018		Graphics programming using OPENGL

40	28/07/2018		Basic graphics primitives
41	30/07/2018		Drawing three dimensional objects
42	31/07/2018		Drawing three dimensional scenes
43	01/08/2018		REVISION OF OPENGL TOOL
44	02/08/2018		TUTORIAL
45	03/08/2018		REVISION
46	04/08/2018		REVISION
47	06/08/2018	MID-1	REVISION
48	07/08/2018		REVISION
49	08/08/2018		REVISION
50	09/08/2018		REVISION
51	10/08/2018		REVISION
52	11/08/2018		REVISION
53	13/08/2018	IV	Rendering Introduction to Shading models
54	14/08/2018		Flat and Smooth shading
55	16/08/2018		TUTORIAL
56	17/08/2018		Adding texture to faces
57	18/08/2018		Adding shadows of objects
58	20/08/2018		Building a camera in a program
59	21/08/2018		Creating shaded objects
60	23/08/2018		TUTORIAL
61	24/08/2018		Rendering texture
62	25/08/2018		Drawing Shadows
63	27/08/2018		REVISION USING NPTEL/PPT
64	28/08/2018		SLIP TEST-3
65	29/08/2018	V	Fractals :Fractals and Self similarity
66	30/08/2018		TUTORIAL
67	31/08/2018		Peano curves
68	04/09/2018		Creating image by iterated functions
69	05/09/2018		Mandelbrot sets
70	06/09/2018		TUTORIAL
71	07/09/2018		Mandelbrot sets
72	08/09/2018		Julia Sets
73	10/09/2018		Julia Sets
74	11/09/2018		Random Fractals
75	12/09/2018		Random Fractals
76	15/09/2018	REVISION USING NPTEL/PPT	
77	17/09/2018	SLIP TEST-4	
78	18/09/2018	VI	Overview of Ray Tracing
79	19/09/2018		Intersecting rays with other primitives
80	20/09/2018		TUTORIAL
81	22/09/2018		Intersecting rays with other primitives
82	24/09/2018		Adding Surface texture
83	25/09/2018		Adding Surface texture
84	26/09/2018		Reflections and Transparency
85	27/09/2018		TUTORIAL
86	28/09/2018		Reflections and Transparency
87	29/09/2018		Boolean operations on Objects.

88	01/10/2018		Boolean operations on Objects.
89	03/10/2018		REVISION
90	04/10/2018		REVISION
91	05/10/2018		REVISION
92	06/10/2018		REVISION
93	08/10/2018	MID-2	REVISION
94	09/10/2018		REVISION
95	10/10/2018		REVISION
96	11/10/2018		REVISION
97	12/10/2018		REVISION
98	13/10/2018		REVISION

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