

**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 'B'**

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

S. NO	DATE	UNITS	TOPICS	
1	12/6/17	<b>I</b>	<b>2D Primitives</b> :Output primitives	
2	13/6/17		Line drawing algorithms	
3	14/6/17		Circle drawing algorithm	
4	15/6/17		Ellipse drawing algorithm	
5	17/6/17		Attributes of output primitives	
6	19/6/17		Two dimensional Geometric transformations	
7	20/6/17		Two dimensional Geometric transformations	
8	21/6/17		Two dimensional viewing	
9	<b>22/6/17</b>		<b>TUTORIAL</b>	
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	<b>29/6/17</b>		<b>TUTORIAL</b>	
14	01/7/17		<b>REVISION USING NPTEL/PPT</b>	
15	3/7/17		<b>SLIP TEST-1</b>	
16	4/7/17	<b>II</b>	<b>3D Concepts</b> Parallel and Perspective projections	
17	5/7/17		Three dimensional object representation	
18	<b>6/7/17</b>		<b>TUTORIAL</b>	
19	10/7/17		Polygons, Curved lines	
20	11/7/17		Splines, Quadric Surfaces	
21	12/7/17		Visualization of data sets	
22	<b>13/7/17</b>		<b>TUTORIAL</b>	
23	15/7/17		3D transformations-viewing, Visible surface identification	
24	17/7/17		<b>REVISION USING NPTEL/PPT</b>	
25	18/7/17		<b>SLIP TEST-2</b>	
26	19/7/17		<b>III</b>	<b>Graphics Programming</b> Color Models
27	<b>20/7/17</b>			<b>TUTORIAL</b>
28	22/7/17	RGB, YIQ, CMY, HSV		
29	24/7/17	Animations		
30	25/7/17	General Computer Animation		
31	26/7/17	Raster Animation		
32	<b>27/7/17</b>	<b>TUTORIAL</b>		
33	29/7/17	Key frame Animation		
34	31/7/17	Graphics programming using OPENGL		
35	1/8/17	Basic graphics primitives		
36	2/8/17	Drawing three dimensional objects		
37	<b>3/8/17</b>	<b>TUTORIAL</b>		
38	5/8/17	Drawing three dimensional scenes		
39	7/8/17		<b>REVISION OF PREVIOUS QUESTION PAPERS</b>	

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	12/8/17		REVISION OF PREVIOUS QUESTION PAPERS
44	16/8/17	IV	<b>Rendering</b> Introduction to Shading models
46	17/8/17		<b>TUTORIAL</b>
47	19/8/17		Flat and Smooth shading
48	21/8/17		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		<b>TUTORIAL</b>
52	28/8/17		Creating shaded objects
53	29/8/17		Rendering texture, Drawing Shadows
54	30/8/17		<b>REVISION USING NPTEL/PPT</b>
55	31/8/17		<b>TUTORIAL</b>
56	4/9/17		<b>SLIP TEST-3</b>
57	5/9/17	V	<b>Fractals</b> :Fractals and Self similarity
58	6/9/17		Peano curves
59	7/9/17		<b>TUTORIAL</b>
60	9/9/17		Creating image by iterated functions
61	11/9/17		Mandelbrot sets
62	12/9/17		Julia Sets
63	13/9/17		Random Fractals
64	14/9/17		<b>TUTORIAL</b>
65	16/9/17		<b>REVISION USING NPTEL/PPT</b>
66	18/9/17		<b>SLIP TEST-4</b>
67	19/9/17	VI	<b>Overview of Ray Tracing</b>
68	20/9/17		Intersecting rays with other primitives
69	21/9/17		<b>TUTORIAL</b>
70	23/9/17		Intersecting rays with other primitives
71	25/9/17		Adding Surface texture
72	26/9/17		Adding Surface texture
73	27/9/17		Reflections and Transparency
74	3/10/17		Reflections and Transparency
75	4/10/17		Boolean operations on Objects.
76	5/10/17		<b>TUTORIAL</b>
77	7/10/17	<b>REVISION USING NPTEL/PPT</b>	
78	09/10/17		REVISION OF PREVIOUS QUESTION PAPERS
79	10/10/17		REVISION OF PREVIOUS QUESTION PAPERS
80	11/10/17		REVISION OF PREVIOUS QUESTION PAPERS
81	12/10/17		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**