

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 'B'

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

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

40	5/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
41	7/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
42	9/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
43	9/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
44	10/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
46	14/8/19	IV	Rendering Introduction to Shading models Flat and Smooth shading	
47	16/8/19		Adding texture to faces	
48	16/8/19		TUTORIAL	
49	17/8/19		Adding shadows of objects	
50	19/8/19		Building a camera in a program	
51	21/8/19		Creating shaded objects	
52	26/8/19		Rendering texture	
53	28/8/19		Drawing Shadows	
54	30/8/19		TUTORIAL	
55	30/8/19		REVISION USING NPTEL/PPT	
56	31/8/19		SLIP TEST-3	
57	4/9/19		V	Fractals :Fractals and Self similarity
58	6/9/19			Peano curves
59	6/9/19		TUTORIAL	
60	7/9/19		Creating image by iterated functions	
61	9/9/19		Mandelbrot sets	
62	11/9/19		Julia Sets	
63	13/9/19		Julia Sets	
64	13/9/19		TUTORIAL	
65	16/9/19		Random Fractals	
66	18/9/19		Random Fractals	
67	20/9/19		TUTORIAL	
68	20/9/19		SLIP TEST-4	
69	21/9/19	VI	Overview of Ray Tracing Intersecting rays with other primitives	
70	23/9/19		Intersecting rays with other primitives	
71	25/9/19		Adding Surface texture	
72	27/9/19		Adding Surface texture	
73	27/9/19		TUTORIAL	
74	28/9/19		Reflections and Transparency	
75	30/9/19		Boolean operations on Objects.	
76	4/10/19		Reflections and Transparency	
77	4/10/19		TUTORIAL	
78	5/10/19		REVISION USING NPTEL/PPT	
79	7/10/19		REVISION OF PREVIOUS QUESTION PAPERS	
80	9/10/19		REVISION OF PREVIOUS QUESTION PAPERS	
81	11/10/19		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