

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

LECTURE SCHEDULE

Subject: Computer Graphics
Name : Dr.A.VEERASWAMY
No. of Lectures per week: 4+1*(Tutorial)

Academic Year: 2019-20
Year & Sem/Section: II-I-SEM 'C'

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

40	5/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
41	6/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
42	7/8/19		REVISION OF PREVIOUS QUESTION PAPERS	
43	8/8/19		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		Flat and Smooth shading	
47	17/8/19		Adding texture to faces	
48	19/8/19		TUTORIAL	
49	20/8/19		Adding shadows of objects	
50	21/8/19		Building a camera in a program	
51	22/8/19		Creating shaded objects	
52	26/8/19		TUTORIAL	
53	27/8/19		Rendering texture	
54	28/8/19		Drawing Shadows	
55	29/8/19		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	Creating image by iterated functions		
60	7/9/19	Mandelbrot sets		
61	9/9/19	TUTORIAL		
62	11/9/19	Julia Sets		
63	12/9/19	Random Fractals		
64	16/9/19	TUTORIAL		
65	17/9/19	Random Fractals		
66	18/9/19	REVISION USING NPTEL/PPT		
67	19/9/19	SLIP TEST-4		
68	21/9/19	VI	Overview of Ray Tracing Intersecting rays with other primitives	
69	23/9/19		TUTORIAL	
70	24/9/19		Intersecting rays with other primitives	
71	25/9/19		Adding Surface texture	
72	26/9/19		Adding Surface texture	
73	28/9/19		Reflections and Transparency	
74	30/9/19		TUTORIAL	
75	1/10/19		. Reflections and Transparency	
76	3/10/19		Boolean operations on Objects	
77	5/10/19		REVISION OF PREVIOUS QUESTION PAPERS	
78	7/10/19		REVISION OF PREVIOUS QUESTION PAPERS	
79	9/10/19		REVISION OF PREVIOUS QUESTION PAPERS	
80	10/10/19		REVISION OF PREVIOUS QUESTION PAPERS	
81	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