

# L. D. College of Engineering, Ahmedabad – 15

## **LESSON PLAN**

Over all Term Planning					
Branch:	Information Technology				
Semester:	B.E 5 <sup>th</sup> SEM				
Subject Name:	Computer Graphics				
Subject Code:	2151603				
Affiliating University:	Gujarat Technological University				
Starting date of the term:	18-06-2018				
Ending date of the term:	17-10-2018				
Course Teacher:	Prof. M. K. Panchal				

## University Structure of the subject:

Теа	ching Sch	eme	Credits	Examination Marks					Total	
L	Т	Р	С	Theory Marks				Practical N	/larks	Marks
				ESE PA (M)		ESE (V)		PA		
				(E)	PA	ALA	ESE	OEP	(I)	
4	0	2	6	70	20	10	20	10	20	150

L- Lectures; T- Tutorial/Teacher Guided Student Activity; P- Practical; C- Credit; ESE- End Semester

Examination; PA- Progressive Assessment;

### Syllabus:

Sr.	Content	Total	%
No.		Hrs	Weightage
1	<b>Basic of Computer Graphics:</b> Basic of Computer Graphics, Applications of computer graphics, Display devices, Random and Raster scan systems, Graphics input devices, Graphics software and standards	6	15%

2	Graphics Primitives:	8	20%
	Points, lines, circles and ellipses as primitives, scan conversion algorithms for		
	primitives, Fill area primitives including scan-line polygon filling, inside-		
	outside test, boundary and flood-fill, character generation, line attributes, area-		
	fill attributes, character attributers.		
3	2D transformation and viewing:	8	20%
	Transformations (translation, rotation, scaling), matrix representation,		
	homogeneous coordinates, composite transformations, reflection and shearing,		
	viewing pipeline and coordinates system, window-to-viewport transformation,		
	clipping including point clipping, line clipping (cohen-sutherland, liang- bersky,		
	NLN), polygon clipping		
4	3D concepts and object representation:	6	15%
	3D display methods, polygon surfaces, tables, equations, meshes, curved lies		
	and surfaces, quadric surfaces, spline representation, cubic spline interpolation		
	methods, Bazier curves and surfaces, B-spline curves and surfaces		
5		8	20%
	3D transformation and viewing:		
	3D scaling, rotation and translation, composite transformation, viewing pipeline		
	and coordinates, parallel and perspective transformation, view volume and		
	general (parallel and perspective) projection transformations		
6	Advance topics:	6	10%
	visible surface detection concepts, back-face detection, depth buffer method,		
	illumination, light sources, illumination methods (ambient, diffuse reflection,		
	specular reflection), Color models: properties of light, XYZ, RGB, YIQ and CMY		
	color models		

### **Reference Books:**

- Computer Graphics, D.Hearn And P.Baker Pearson Eduction C Version
  Computer Graphics, with OpenGL Hearn and Baker, Pearson
  Computer Graphics, Sinha & Udai, TMH
  Computer Graphics, Foley and van Dam Person Education

Lesson F	Plan
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Sr.	Торіс	Planned	Actual	Planne	Actual	Mode of	Resources
No.		Date	Date	d Date	Date	Delivery	required
		(Div A)	(Div A)	(Div B)	(Div B)		
1	Transformations (translation, rotation, scaling),matrix representation Quiz on transformation Video on Use of transformation	19/06/18 28/06/18		18/6/18		Chalk Board/ppt	Hand Outs/ppt
2	Homogeneous coordinates, composite transformations Using composite transformation do transformation of polygon	03/07/18		22/6/18		Chalk Board/ppt	Hand Outs/ppt
3	reflection and shearing Presentation by students on current application on above topic	05/07/18		25/6/18		Chalk Board/ppt	Hand Outs/ppt
4	End of Chapter Quiz	10/07/18		29/6/18		Chalk Board/ppt	Hand Outs/ppt
5	viewing pipeline and coordinates system Quiz	12/07/18		02/7/18		Chalk Board/ppt	Hand Outs/ppt
6	Window-to-viewport transformation, clipping including point clipping Presentation by students	17/07/18		06/7/08		Chalk Board/ppt	Hand Outs/ppt
7	Line clipping (cohen- sutherland) Video on applications of clipping	19/07/18		09/7/18		Chalk Board/ppt	Hand Outs/ppt
8	Liang- bersky, NLN Presentation on comparative analysis of different line clipping algorithm	24/07/18		13/7/18		Chalk Board/ppt	Hand Outs/ppt
9	Polygon clipping	26/07/18		16/7/18		Chalk Board/ppt	Hand Outs/ppt

10	End of Chapter Quiz	02/08/18	20/7/18	Chalk	Hand
				Board/ppt	Outs/ppt
11	3D scaling and translation Real time application usage of 3D scaling and translation	07/08/18	23/7/18	Chalk Board/ppt	Hand Outs/ppt
12	3D rotation Problem solving exercise on 3D rotation	09/08/18	27/7/18	Chalk Board/ppt	Hand Outs/ppt
13	Composite transformation	14/08/18	30/7/18	Chalk Board/ppt	Hand Outs/ppt
14	Viewing pipeline and coordinates,	16/08/18	03/8/18	Chalk Board/ppt	Hand Outs/ppt
15	Parallel transformation	21/08/18	6/08/18	Chalk Board/ppt	Hand Outs/ppt
16	Perspective transformation	23/08/18	10/8/18	Chalk Board/ppt	Hand Outs/ppt
17	View volume and general (parallel and perspective) projection transformations	28/08/18	13/8/18	Chalk Board/ppt	Hand Outs/ppt
18	End of Chapter Quiz	30/08/18	20/8/18	Chalk Board/ppt	Hand Outs/ppt
19	visible surface detection concepts Current technology used in visible surface detection	04/09/18	24/8/18	Chalk Board/ppt	Hand Outs/ppt
20	back-face detection Quiz on surface detection technique	07/09/18	27/8/18	Chalk Board/ppt	Hand Outs/ppt
21	depth buffer method	11/09/18	31/8/18	Chalk Board/ppt	Hand Outs/ppt
22	illumination, light sources Presentation on history and future of illumination by students	14/09/18	7/9/18	Chalk Board/ppt	Hand Outs/ppt
23	illumination methods (ambient, diffuse reflection, specular reflection) Presentation by students on comparison of methods	18/09/18	10/9/18	Chalk Board/ppt	Hand Outs/ppt
24	Color models: properties of light, XYZ, RGB, YIQ and CMY color models	20/09/18	14/9/18	Chalk Board/ppt	Hand Outs/ppt

	Video on use of color models				
25	End of Chapter Quiz	25/09/18	17/9/18	Chalk	Hand
				Board/ppt	Outs/ppt

Prof. M. K. Panchal

Department of Information Technology

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