SARDAR PATEL UNIVERSITY B.Sc. Information Technology IV Semester Syllabus with Effect from: June-2012 <u>Course : US04EINT02</u> (Computer Graphics)

Credits: 2Lectures per week: 2UniversityExam Duration : 2 Hours

All units carry equal weightage.

Unit : 1 - Introduction of Computer Graphics

- A survey of major applications of Computer Graphics.
- Overview of different video display Devices: CRT, Raster scan, Color Monitors, DVST, Flat Panels.
- Input Devices: Keyboard, mouse, Trackball, Spaceball, Joystick, Data Glove, Digitizers, Image Scanner, Touch Panel, Light pen & Voice system.
- Hardcopy Devices: Printers and Plotters.
- Graphics Software & coordinate representation, Graphics functions, Software Standards.

Unit : 2 - Output Primitives and their attributes

- Output Primitives:
 - Points,
 - o Lines,
 - Circles.
- Line Drawing Algorithms (without program): Digital Differential Analyzer (DDA) and Bresenham.
- Circle generating algorithm(without program): Midpoint Circle Algorithm
- Filled area primitives.
- Inside Outside tests: Odd even rule & Non-zero winding number rule
- Boundary- fill algorithm (with procedure).
- Flood-Fill Algorithm (with procedure),
- Character generation.
- Attributes of output primitives.

Unit: 3 - Two – dimensional Geometric Transformations and Viewing

- 2-D geometric Transformations :
 - o Translation,
 - \circ Rotation,
 - Scaling,
 - Reflection &
 - \circ Shear (with example).
- Viewing Pipeline,
- Window-to-Viewport transformation.

Unit: 4 - Two – dimensional Clipping and logical classification of input devices

- Point Clipping.
- Line clipping (without program).
- Cohen Sutherland line clipping algorithm.
- Polygon Clipping(without program).
- Sutherland Hodgeman polygon clipping algorithm.
- Text clipping and Exterior clipping.
- Logical classification of input devices.
- Input modes (request, sample & event mode Definitions).

MAIN REFERENCE BOOKS :

1. Computer Graphics by Donald Hearn & M. Pauline Baker, PHI, 1995