SARDAR PATEL UNIVERSITY Programme & Subject: M.Sc – Information Technology (Integrated) Semester: VI Syllabus with Effect from: June - 2014

Paper Code: PS06CIIT03	Total Credits 2
Title of Paper: Computer Graphics	Total Credit: 3

Unit	Description in Detail	Weightage (%)
Ι	Introduction of Computer Graphics	
	A survey of major applications of Computer Graphics	
	Overview of different video display Devices: CRT, Raster scan	
	and Random Scan, Color Monitors, DVST, Flat Panels	
	Input Devices: Keyboard, mouse, Trackball, Spaceball, Joystick,	25%
	Data Glove, Digitizers, Image Scanner, Touch Panel, Light pen &	
	Voice system,	
	Introduction to coordinate representation, Graphics functions,	
	Software Standards	
II	Output Primitives and their attributes	
	Output Primitives: Points, Lines, Circles	
	Line Drawing Algorithms (without program): Digital Differential	
	Analyzer (DDA) and Bresenham.	
	Circle generating algorithm(without program): Midpoint Circle	
	Algorithm	25%
	Filled area primitives	2570
	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	
III	Two – dimensional Geometric Transformations, Viewing &	
	Clipping	
	2-D geometric Transformations : Translation, Rotation, Scaling,	
	Reflection & Shear (with example)	
	Viewing Pipeline, Window-to-Viewport transformation	0.50/
	Introduction to clipping	25%
	Point Clipping	
	Line clipping (without program)	
	Cohen Sutherland line clipping algorithm	
	Polygon Clipping(without program)	
	Text clipping	
IV	Usage of a 2D Animation Package	250/
	Timeline Window, Stage, Layers, Key Frame, Frames and	25%
	Toolbox	



Types of Symbols	
Types of Animation – Frame By Frame and Tween (Motion and	
Shape)	
Onion Skinning	
Import and Export images	
Publish settings, Alpha Effect, Using Color properties (Brightness	
,Tint), Masking (Using Filled shape, Text), Motion guide and	
Introduction to Action scripting	
Play & Stop, GetURL	

Basic Text & Reference Books:

- Computer Graphics by Donald Hearn & M. Pauline Baker, PHI, 1995
- Macromedia Flash MX 2004 in 24 hours by Robert Renihardt and Snow Dowd
 FLASH MX Manual

