

Syllabus

**Mumbai University
Revised syllabus (Rev-2016) from Academic Year 2017-18**

Computer Graphics

Course Code	Course Name	Credits
CSC604	Computer Graphics	4

Course Objectives

1. To equip students with the fundamental knowledge and basic technical competence in the field of computer graphics.
2. To emphasize on implementation aspect of Computer Graphics Algorithms.
3. To prepare the student for advance areas like Image Processing or Computer Vision or Virtual Reality and professional avenues in the field of Computer Graphics.

Course Outcomes : At the end of the course student should be able to

1. Understand the basic concepts of Computer Graphics.
2. Demonstrate various algorithms for scan conversion and filling of basic objects and their comparative analysis.
3. Apply geometric transformations, viewing and clipping on graphical objects.
4. Explore solid model representation techniques and projections.
5. Understand visible surface detection techniques and illumination models.

Prerequisite : Knowledge of C Programming, Basic Data Structures and Mathematics.

Module No.	Detail Syllabus	Hours
1.	Introduction and Overview of Graphics System : <ul style="list-style-type: none">• Definition and Representative uses of computer graphics, classification of application areas, Overview of coordinate systems ,definition of scan conversion, rasterization and rendering.• Raster scan & random scan displays, Flat Panel displays like LCD and LED , architecture of raster graphics system with display processor, architecture of random scan systems. <p style="text-align: right;">(Refer Chapter 1)</p>	03
2.	Output Primitives : <ul style="list-style-type: none">• Scan conversions of point,line, circle and ellipse : DDA algorithm and Bresenham algorithm for line drawing, midpoint algorithm for circle, midpoint algorithm for ellipse drawing (Mathematical derivation for above algorithms is expected)• Aliasing . Antialiasing techniques like Pre and post filtering , super sampling , and pixel phasing).• Filled Area Primitive: Scan line Polygon Fill algorithm, Inside outside tests, Bounded Fill and Flood fill algorithm. <p style="text-align: right;">(Refer Chapters 2 and 3)</p>	12

Computer Graphics Techmax

Xiaolong Qi



Computer Graphics Techmax:

Confluence of Computer Vision and Computer Graphics Ales Leonardis, F. Solina, Ruzena Bajcsy, 2000-09-30 A collection of original contributions by researchers who work at the forefront of a new field lying at the intersection of computer vision and computer graphics Several original approaches are presented to the integration of computer vision and graphics techniques to aid in the realistic modelling of objects and scenes interactive computer graphics augmented reality and virtual studios Numerous applications are also discussed including urban and archaeological site modelling modelling dressed humans medical visualisation figure and facial animation real time 3D teleimmersion telecollaboration augmented reality as a new user interface concept and augmented reality in the understanding of underwater scenes *Computer Graphics with An Introduction to Multimedia, 4th Edition* Chopra Rajiv, This well written textbook discusses the concepts principles and applications of Computer Graphics in a simple precise and systematic manner It explains how to manipulate visual and geometric information by using the computational techniques It also incorporates several experiments to be performed in computer graphics and multimedia labs **Computer Graphics**, Computer Graphics Atul P. Godse, Dr. Deepali A. Godse, 2021-01-01 The book presents comprehensive coverage of fundamental computer graphics concepts in a simple lucid and systematic way It also introduces the popular OpenGL programming language with illustrative examples of the various functions in OpenGL The book teaches you a wide range of exciting topics such as graphics devices scan conversion polygons segments 2D and 3D transformations windowing and clipping illumination models and shading algorithms hidden line elimination algorithms curves and fractals The book also focuses on modern concepts like animation and gaming

Computer Graphics and Multimedia Atul P. Godse, Dr. Deepali A. Godse, 2021-01-01 The book presents comprehensive coverage of Computer Graphics and Multimedia concepts in a simple lucid and systematic way It uses C programming language to implement various algorithms explained in the book The book is divided into two parts The first part focuses on a wide range of exciting topics such as illumination and colour models shading algorithms line curves circle and ellipse drawing algorithms polygon filling 2D and 3D transformations windowing and clipping 3D object representation 3D viewing viewing pipeline and visible surface detection algorithms The second part focuses on multimedia basics multimedia applications multimedia system architecture evolving technologies for multimedia defining objects for multimedia systems multimedia data interface standards multimedia databases compression and decompression data and file format standards multimedia I O technologies digital voice and audio video image and animation full motion video and storage and retrieval technologies It also describes multimedia authoring and user interface Hypermedia messaging mobile messaging integrated multimedia message standards integrated document management and distributed multimedia systems Case Study Blender graphics Blender fundamentals drawing basic shapes modelling shading and textures **Computer Graphics**, 1977

Scientific and Technical Aerospace Reports, 1987

COMPUTER GRAPHICS AND APPLICATIONS Dennis

Harris,1986 **Computer Graphics** Richard D. Parslow,Robert Douglas Parslow,1970 **A Practical Introduction to Computer Graphics** Ian O. Angell,1981 *Computer Graphics* ,1990 *Computer Graphics - Technology and Applications* ,19?? Computer Graphics Robert D. Parslow,2012-12-06 About four or five years ago one began to hear about the enormous interest being taken in on line consoles and displays Nothing much was done with them but computer men felt that this was the way computing ought to go one might dispense with cards and overcome many of the problems of man machine communication It quickly appeared that as with computers there had been a great under estimation of the amount of work involved of the difficulties of programming and of the cost So it began to emerge that graphics was not the ultimate answer in spite of superb demonstrations where one might watch a square being converted into a cube and then rotated But my mind goes back to 1951 and the first computers There there were demonstrations of arithmetic speed and storage facility but not much idea of actual use However we now understand how to use computers and in the last year or two significant developments in the field of graphics have led to genuine applications and economic benefits The equipment is still expensive but it is becoming cheaper more uses are being found and f believe that we are just at the stage when the subject is gaining momentum to become like computers a field of immense importance **Computer Graphics 80** ,1980 *Computer Graphics* R. Parslow,1969-04-01 **Computer graphics** H. W. Franke,1967 **Official Gazette of the United States Patent and Trademark Office** ,1998 **A-Z Guide to Computer Graphics** John Lewell,1985 Intended for first time computer users this illustrated mini encyclopedia of computer graphics terms and concepts includes more than 1 750 entries covering technical products services companies journals and terminology *Computer Graphics* James D. Foley,1996 On computer graphics *Introduction to Computer Graphics* James D. Foley,1994 This adaptation of the definitive Foley guide provides a more concise introduction to computer graphics Explanations of key concepts have been expanded and further illustrated assuming less background knowledge on the part of the reader

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