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Department of Computer Science
Tentative Lecture Plan (Feb-April 2017)
MCS -402 Computer Graphics
M.sc. Computer Sc (SEM- IV)

	Topic	No. Of Lectures
1.	Interactive graphics, Passive graphics,	1
2.	Advantage of interactive graphics	1
3.	Introduction to Computer Graphics: hardware and software requirement of computer graphics	1
4.	Input and Output Devices of Computer Graphics	2
5.	Graphics Standards : GKS, PHIGS and requirements of Graphics software Standards	2
6.	Color Models (RGB, CMY, HSV)	3
7.	Scan Conversion, Point, Line, Circle, Ellipse	2
8.	DDA, Bresenham's algorithm for line	2
9.	Midpoint- circle algorithm	2
10.	Ellipse scan algorithm	2
11.	Polygon filling algorithms	1
12.	Introduction to 2D Transformation, Homogeneous coordinates	1
13.	Translation, Rotation, Scaling, Matrix representation in 2D	4
14.	Composite Transformation	1
15.	Introduction to 3D Transformation, Homogeneous coordinates	1
16.	Translation, Rotation, Scaling, Matrix representation in 3D	2
17.	Clipping ,Line clipping	2
18.	Polygon clipping, Exterior Clipping	1
19.	Bezier and B-Spline Curve	1
20.	Projection, Perspective and Parallel Projection	3
21.	Visible Surface Detection Methods	2
22.	Back- face Deletion, Depth Buffer method	1
23.	Scan-Line method, Depth Sorting method,	1

	Area subdivision method.	
24.	Shading Modelling, Shading Model for Polygons, Surface details, Shadows, Transparency.	1
25.	Solid Modeling- Regularized Boolean set Operation, Primitive Instancing, Boundary Representation.	1