

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

Atul P. Godse, Dr. Deepali A. Godse

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 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 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** ,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 I 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 James D. Foley, 1996 On computer graphics Computer Graphics Jeffrey J. McConnell, 2005 *Computer Graphics Applications* **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* Neeta Nain, This book adopts a conceptual approach to computer graphics with emphasis on mathematical concepts and their applications It introduces an abstract paradigm that relates the mathematical concepts with computer graphic techniques and implementation methods This model is intended to help the reader understand the mathematical concepts and their practical use However mathematical complexity has not been allowed to dominate The hallmark of the book is its profuse solved examples which aid in the understanding of mathematical concepts The text is supplemented with introduction to various graphics standards animation multimedia techniques and fractals These topics are of immense use in each of the three visual disciplines modeling transformations projections and multi view geometry for computer vision Geometry of lines vectors and planes is essential for any geometric computation problem light and illumination for image based rendering and hidden surface removal Almost every chapter has the working source code to illustrate the concepts which could be written and used as small programs for better understanding of the topics A concise appendix of open source OpenGL is also included to showcase programming concepts of computer graphics and visualization The text is completely platform independent and the only prerequisite is the knowledge of coordinate geometry and basic algebra It will be useful both as a text and reference thus it can easily be used by novices and experienced practitioners alike

Reviewing **Computer Graphics Techmax**: Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is truly astonishing. Within the pages of "**Computer Graphics Techmax**," an enthralling opus penned by a very acclaimed wordsmith, readers attempt an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve into the book's central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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Table of Contents Computer Graphics Techmax

1. Understanding the eBook Computer Graphics Techmax
 - The Rise of Digital Reading Computer Graphics Techmax
 - Advantages of eBooks Over Traditional Books
2. Identifying Computer Graphics Techmax
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in a Computer Graphics Techmax
 - User-Friendly Interface
4. Exploring eBook Recommendations from Computer Graphics Techmax
 - Personalized Recommendations
 - Computer Graphics Techmax User Reviews and Ratings

- Computer Graphics Techmax and Bestseller Lists
- 5. Accessing Computer Graphics Techmax Free and Paid eBooks
 - Computer Graphics Techmax Public Domain eBooks
 - Computer Graphics Techmax eBook Subscription Services
 - Computer Graphics Techmax Budget-Friendly Options
- 6. Navigating Computer Graphics Techmax eBook Formats
 - ePub, PDF, MOBI, and More
 - Computer Graphics Techmax Compatibility with Devices
 - Computer Graphics Techmax Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Computer Graphics Techmax
 - Highlighting and Note-Taking Computer Graphics Techmax
 - Interactive Elements Computer Graphics Techmax
- 8. Staying Engaged with Computer Graphics Techmax
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Computer Graphics Techmax
- 9. Balancing eBooks and Physical Books Computer Graphics Techmax
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Computer Graphics Techmax
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Computer Graphics Techmax
 - Setting Reading Goals Computer Graphics Techmax
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Computer Graphics Techmax
 - Fact-Checking eBook Content of Computer Graphics Techmax
 - Distinguishing Credible Sources

13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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