

OBJECTIVE: The objective of this paper is to identify the foundation terms and concepts that are commonly used in field of Computer Graphics. This course will give complete descriptions about the terms used in field of Computer Graphics

QUESTIONS:

1. What is an Computer Graphics? Write algorithms for Scan Converting Lines, Scan Converting Circles.
2. Differentiate between Random and Raster Scan.
3. Explain the Window-to-Viewport Transformation.
4. Explain the Sweep Representations, Boundary Representations.
5. Explain the Depth-Buffer(z-buffer) method, Depth-sorting Method(Painter's algorithm).

PROCEDURE:

For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

1. Cover page
2. Objectives
3. Index
4. Content
5. Conclusion
6. References
7. Softcopy AND Hardcopy
8. Give proper headings and subheadings
9. Explain every topic in points and using diagrams.
10. Put Examples

OUTCOME:

After doing this assignment, students will come to understand the important terminologies to related to the Computer Graphics

REFERENCE BOOKS:

- [R1] D. Hearn & Baker: Computer Graphics with OpenGL, Pearson Education, Third Edition, 2009.
- [R2] Foley, J.D. & Van Dam, A: Fundamentals of Interactive Computer Graphics.