## ACADEMIC LESSON PLAN 2022 (WINTER)

| Discipline:<br>Information  | Semester        | Name of the Teaching faculty: Swetalina Das  |                                       |  |
|---|-----------------|--|---------------------------------------|--|
| Technology  | : 5th           |  |                                       |  |
| Subject :   |                 | 0  |                                       |  |
| Computer  |                 |  |                                       |  |
| Graphics and  | Days/per        | No. of weeks : 15  |                                       |  |
| Multimedia  | week            |  |                                       |  |
| wullimedia  | class           | The second secon |                                       |  |
|   | allotted:       | the state of the s |                                       |  |
| \A/= -1   | 04              | The same I Deposit and Tomber  | Remark                                |  |
| Week  | Class           | Theory / Practical Topics  | , comant                              |  |
| 1 <sup>st</sup> Week<br>15 <sup>th</sup> Sept-17th<br>Sept              | Day             | Introduction to Computer Graphics  |                                       |  |
|   | 1st             | Applications of Computer Graphics & Multimedia   |                                       |  |
|   | 3 g 1           | Computer graphics in CAD, Presentation Graphics, Computer Art,   |                                       |  |
|   | 2 <sup>nd</sup> | Entertainment, Education & Training  |                                       |  |
|   | 2               | Visualization, Image Processing, Graphic User Interface,   |                                       |  |
|   | F               | Multimedia Concepts  | 1.5                                   |  |
|   | 1st             | Question Answer Discussion/Quiz  | .A                                    |  |
| 2 <sup>nd</sup> Week<br>19 <sup>th</sup> Sept -24 <sup>th</sup><br>Sept | 2 <sup>nd</sup> | Overview of Graphics System, Raster Scan Display   |                                       |  |
|   | 3 <sup>rd</sup> | Random Scan Display, Difference between Raster scan display  |                                       |  |
|   | 3.4             | and Random Scan Display  |                                       |  |
|   | 4 <sup>th</sup> | Graphics Input Devices used for graphics, Graphics Software.   |                                       |  |
|   | 1 <sup>st</sup> | Question Answer Discussion/Quiz  |                                       |  |
|   | 2 <sup>nd</sup> | Graphics Output primitive - Points & Lines, DDA Line Drawing   |                                       |  |
| 3 <sup>rd</sup> Week  | 2               | Algorithm  | * * *                                 |  |
| 26th Sept-1st   | ord             | Algorithm Examples of DDA Line Drawing Algorithm   | V.                                    |  |
| Oct   | 3 <sup>rd</sup> | Bresenham's Line drawing Algorithm   |                                       |  |
|   | 4 <sup>th</sup> |  |                                       |  |
|   | 1 <sup>st</sup> | Puja Vacation  |                                       |  |
| 4th Week  | 2 <sup>nd</sup> | The state of the s | - 40                                  |  |
| 03rd Oct -8th Oct   | 3 <sup>rd</sup> | ** ** ** ** ** ** ** ** ** ** ** ** **   | · · · · · · · · · · · · · · · · · · · |  |
|   | 4 <sup>th</sup> | Examples of Bresenham's Line drawing Algorithm   | 9.5                                   |  |
| 5 <sup>th</sup> Week<br>10 <sup>th</sup> Oct- 15 <sup>th</sup><br>Oct   | 1 <sup>st</sup> | Mid-Point Circle algorithm   |                                       |  |
|   | 2 <sup>nd</sup> | Filled Area Primitives   |                                       |  |
|   | 3 <sup>rd</sup> | Boundary fill algorithm, Flood fill algorithm  | ,                                     |  |
|   | 4 <sup>th</sup> | Boundary IIII algoritim, 1 lood IIII algoritim   | -11 - 27                              |  |
| 6 <sup>th</sup> Week<br>17 <sup>th</sup> Oct- 22 <sup>nd</sup><br>Oct   | 1 <sup>st</sup> | Question Answer Discussion/Quiz Definition of 2D Transformation, Types of 2D transformation,   |                                       |  |
|   | 2 <sup>nd</sup> |  |                                       |  |
|   | 4               | Translation, Rotation  |                                       |  |
|   | 3 <sup>rd</sup> | Scaling, Reflection, Shear   | *                                     |  |
|   | 4 <sup>th</sup> | Matrix representation and Homogenous coordinate system,  |                                       |  |
|   |                 | Composite transformation   |                                       |  |
|   | 1st             | What is 2D viewing, viewing pipeline, viewing coordinate reference   |                                       |  |
| 7 <sup>th</sup> Week  | 1               | frame. Window to view port coordinate transformation   | _                                     |  |
| 25 <sup>th</sup> Oct-29th<br>Oct  | 2 <sup>nd</sup> | What is Clipping, Line clipping concept, Polygon Clipping  |                                       |  |
|   | 3 <sup>rd</sup> | Question Answer Discussion/Quiz  |                                       |  |
|   | 1 <sup>st</sup> | Three-Dimensional Object Representations   | 7                                     |  |
| 8 <sup>th</sup> Week<br>31 <sup>st</sup> Oct -5 <sup>th</sup> Nov       | 1"              | Polygon surface, Polygon table, Plane equation   |                                       |  |
|   | Ond             | Polygon mesh, Quadric surfaces, Sphere   |                                       |  |
|   | 2 <sup>nd</sup> |  |                                       |  |
|   | 3 <sup>rd</sup> | Ellipsoid, Spline representation   |                                       |  |
|   | 4 <sup>th</sup> | Bezier curves & Surfaces   |                                       |  |

| 9 <sup>th</sup> Week<br>7 <sup>th</sup> Nov -12 <sup>th</sup> Nov      | 1 <sup>st</sup> | B-Spline curves & surfaces   |                    |
|--|-----------------|--|--------------------|
|  | 2 <sup>nd</sup> | Question Answer Discussion/Quiz  |                    |
|  | 3 <sup>rd</sup> | Three Dimensional Geometric & Modeling Transformations Definition of 3D transformation, Its types, Translation, Rotation |                    |
|  | 4 <sup>th</sup> | Scaling, Reflection, Shear   |                    |
| 10 <sup>th</sup> Week<br>14 <sup>th</sup> Nov -19 <sup>th</sup><br>Nov | 1st             | Composite transformation   |                    |
|  |                 | Modeling & Coordinate transformation   | 1.45               |
|  | 2 <sup>nd</sup> | Three-Dimensional Viewing  | y 1.5              |
|  |                 | Viewing pipeline, Viewing coordinates  | to the             |
|  | 3 <sup>rd</sup> | Parallel projection, Perspective projection  | 3d 3 1             |
|  | 4 <sup>th</sup> | Differences between Parallel Projection and Perspective projection, Concept of 3D clipping                               |                    |
| 11 <sup>th</sup> Week<br>21st Nov -26 <sup>th</sup>                    | 1 <sup>st</sup> | Different Types of 3D clipping   | +102 77            |
|  | 2 <sup>nd</sup> | Question Answer Discussion/Quiz  | 2 3 7 7            |
|  | 3 <sup>rd</sup> | Illumination Model & Surface Rendering Methods   |                    |
| Nov  |                 | Different light sources used in 3D modeling  |                    |
|  | 4 <sup>th</sup> | Basic Illumination model, Ambient light, Diffuse reflection, Specular  | young Title        |
|  |                 | reflection   | 9.1                |
| 12 <sup>th</sup> Week<br>28 <sup>th</sup> Nov -3 <sup>rd</sup>         | 1 <sup>st</sup> | Introduction to Digital Audio  |                    |
|  | ,               | Basics of Acoustics, Psychoacoustics, Musical sound and noise,   |                    |
|  | ond             | elementary sound system, Microphones,  | 71 - 10            |
| Dec  | 2 <sup>nd</sup> | Amplifiers, digital audio formats  | FO 794 A           |
| 100  | 3 <sup>rd</sup> | Audio compression ( LPC), Sub Band Encoding  |                    |
|  | 4 <sup>th</sup> | Question Answer Discussion/Quiz  | - / - 114          |
|  | 1 <sup>st</sup> | Introduction to Digital Image  | 1.70               |
| 13 <sup>th</sup> Week<br>5 <sup>th</sup> Dec -10 <sup>th</sup><br>Dec  |                 | Vector and raster Graphics Digital representation of image,  |                    |
|  | 2 <sup>nd</sup> | colour, 16-bit, 24-bit colour depth  | 10.00              |
|  | 2               | Colour Characteristics-Hue saturation Luminance.   |                    |
|  | 3 <sup>rd</sup> | Colour Palette, Image formats- JPEG, BMP,TIFF, GIFF image format   | 1                  |
|  | 4 <sup>th</sup> | Image evaluation, Layers, Filters  |                    |
| ,  | 1 <sup>st</sup> | Image manipulation-scaling, cropping, rotation   | Selvent & The      |
| 14 <sup>th</sup> Week<br>12 <sup>th</sup> Dec-17th<br>Dec              | 2 <sup>nd</sup> | Question Answer Discussion/Quiz  | 10F 4 1, 11 1      |
|  | 3 <sup>rd</sup> | Introduction to Video, Video in Multimedia   | 98 1               |
|  |                 | Basics of Motion-Video, Sources of Motion-Video  | yel . Light of the |
|  | 4 <sup>th</sup> | Video formats, lines, frames, fields   | 1 (1) 4.1          |
| 15 <sup>th</sup> Week  | 1 <sup>st</sup> | TV Broadcast standards- PAL, NTSC, SECAM   | ¥7.                |
| 19 <sup>th</sup> Dec-22nd<br>Dec                                       | 2 <sup>nd</sup> | MPEG Compression   |                    |
|  | 3rd             | Question Answer Discussion/Quiz  |                    |
|  | 4 <sup>th</sup> | Doubt clearing, Last year questions discussion   | L                  |

Signature of Faculty