

## ACADEMIC LESSON PLAN 2021 (WINTER)

Discipline: Information Technology	Semester : 5th	Name of the Teaching faculty: Swetalina Das	
Subject : Computer Graphics and Multimedia	No.of Days/per week class allotted : 04	Semester from date: 1/10/2021 to 8/1/2022 No. of weeks : 15	
Week	Class Day	Theory / Practical Topics	Remark
1 <sup>st</sup> Week	1 <sup>st</sup>	Introduction to Computer Graphics Applications of Computer Graphics & Multimedia Computer graphics in CAD, Presentation Graphics, Computer Art,	
2 <sup>nd</sup> Week	1 <sup>st</sup>	Question Answer Discussion/Quiz	
	2 <sup>nd</sup>	Overview of Graphics System, Raster Scan Display	
	3 <sup>rd</sup>	Random Scan Display, Difference between Raster scan display and Random Scan Display	
	4 <sup>th</sup>	Graphics Input Devices used for graphics, Graphics Software.	
3 <sup>rd</sup> Week	1 <sup>st</sup>	PUJA VACATION	
	2 <sup>nd</sup>		
	3 <sup>rd</sup>		
	4 <sup>th</sup>		
4 <sup>th</sup> Week	1 <sup>st</sup>	Question Answer Discussion/Quiz	
	2 <sup>nd</sup>	Graphics Output primitive - Points & Lines, DDA Line Drawing Algorithm	
	3 <sup>rd</sup>		
	4 <sup>th</sup>	Examples of DDA Line Drawing Algorithm Bresenham's Line drawing Algorithm	
5 <sup>th</sup> Week	1 <sup>st</sup>	Examples of Bresenham's Line drawing Algorithm	
	2 <sup>nd</sup>	Mid-Point Circle algorithm	
	3 <sup>rd</sup>	Filled Area Primitives	
	4 <sup>th</sup>	Boundary fill algorithm, Flood fill algorithm	
6 <sup>th</sup> Week	1 <sup>st</sup>	Question Answer Discussion/Quiz	
	2 <sup>nd</sup>	Definition of 2D Transformation, Types of 2D transformation, Translation, Rotation	
	3 <sup>rd</sup>	Scaling, Reflection, Shear	
	4 <sup>th</sup>	Matrix representation and Homogenous coordinate system, Composite transformation	
7 <sup>th</sup> Week	1 <sup>st</sup>	What is 2D viewing, viewing pipeline, viewing coordinate reference frame, Window to view port coordinate transformation	
	2 <sup>nd</sup>	What is Clipping, Line clipping concept, Polygon Clipping	
	3 <sup>rd</sup>	Question Answer Discussion/Quiz	
8 <sup>th</sup> Week	1 <sup>st</sup>	Three-Dimensional Object Representations Polygon surface, Polygon table, Plane equation	
	2 <sup>nd</sup>	Polygon mesh, Quadric surfaces, Sphere	
	3 <sup>rd</sup>	Ellipsoid, Spline representation	
	4 <sup>th</sup>	Bezier curves & Surfaces	
9 <sup>th</sup> Week	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	1 <sup>st</sup>	Composite transformation Modeling & Coordinate transformation	
	2 <sup>nd</sup>	Three-Dimensional Viewing Viewing pipeline, Viewing coordinates	
	3 <sup>rd</sup>	Parallel projection, Perspective projection	
	4 <sup>th</sup>	Differences between Parallel Projection and Perspective projection, Concept of 3D clipping	
11 <sup>th</sup> Week	1 <sup>st</sup>	Different Types of 3D clipping	
	2 <sup>nd</sup>	Question Answer Discussion/Quiz	
	3 <sup>rd</sup>	Illumination Model & Surface Rendering Methods Different light sources used in 3D modeling	
	4 <sup>th</sup>	Basic Illumination model, Ambient light, Diffuse reflection, Specular reflection	
12 <sup>th</sup> Week	1 <sup>st</sup>	Introduction to Digital Audio Basics of Acoustics, Psychoacoustics, Musical sound and noise, elementary sound system, Microphones,	
	2 <sup>nd</sup>	Amplifiers, digital audio formats	
	3 <sup>rd</sup>	Audio compression ( LPC), Sub Band Encoding	
	4 <sup>th</sup>	Question Answer Discussion/Quiz	
13 <sup>th</sup> Week	1 <sup>st</sup>	Introduction to Digital Image Vector and raster Graphics Digital representation of image,	
	2 <sup>nd</sup>	colour, 16-bit, 24-bit colour depth Colour Characteristics-Hue, saturation, Luminance,	
	3 <sup>rd</sup>	Colour Palette, Image formats- JPEG, BMP, TIFF, GIFF image format	
	4 <sup>th</sup>	Image evaluation, Layers, Filters	
14 <sup>th</sup> Week	1 <sup>st</sup>	Image manipulation-scaling, cropping, rotation	
	2 <sup>nd</sup>	Question Answer Discussion/Quiz	
	3 <sup>rd</sup>	Introduction to Video, Video in Multimedia Basics of Motion-Video, Sources of Motion-Video	
	4 <sup>th</sup>	Video formats, lines, frames, fields	
15 <sup>th</sup> Week	1 <sup>st</sup>	TV Broadcast standards- PAL, NTSC, SECAM	
	2 <sup>nd</sup>	MPEG Compression	
	3 <sup>rd</sup>	Question Answer Discussion/Quiz	
	4 <sup>th</sup>	Doubt clearing, Last year questions discussion	

Signature of Faculty