

## **COMPUTER GRAPHICS**

(Elective - I)

**Course Code: 15ME2108**

**L P C**  
**3 0 3**

**Course Outcomes:** At the end of the course, the student will be able to

- CO1:** Devise transformations such as translation, rotation and reflection etc. of objects
- CO2:** Generate Bezier curves, Bezier surfaces and B-spline curves
- CO3:** Generate and construct meshes
- CO4:** Differentiate CSG and B-rep solid modellers
- CO5:** Develop algorithms to remove hidden surfaces, render and shade objects

### **UNIT – I** (10-Lectures)

Transformations: Cartesian and homogeneous coordinate systems two dimensional and three dimensional transformations – scaling, rotation, shearing, zooming, viewing transformation, reflection, rotation about an axis, concatenation

### **UNIT –II** (10-Lectures)

Surface generation: Shape description requirements, parametric functions, Bezier methods, Bezier curves, Bezier surfaces, B-Spline methods

### **Unit –III** (10-Lectures)

Mesh generation: Meshes, Mesh elements, types of mesh operations , mesh representation, traversal operations , Face based mesh representation, Half edge data structures, Constructing a mesh data

structure, constructing a half edge base mesh data structure, sub division of surfaces, subdivision of splines, Constructing rules, Examples.

#### **UNIT-IV** (10-Lectures)

Solid modeling: Introduction to solid modelling, Implicit representation: primitives and skeletal elements, combination of fields – Boolean operations, polygonization, Solids modeling by boundary representation and CSG.

#### **UNIT- V** (10-Lectures)

Rendering and shading algorithms: Rendering - Hidden line removal algorithms, surface removal algorithms, painters, Warnock, Z-buffer algorithm

Shading algorithms - Constant intensity algorithm, Phongs shading algorithm, Gourand shading algorithm, comparison of shading algorithms

#### **TEXT BOOKS:**

1. D.F.Rogers, “*Procedural elements for computer graphics*”, 2e, TMH, 1998.
2. Donald Hearn & M.P. Bakers, “*Computer Graphics*”, 2e, Prentice-Hall, 1994.

#### **REFERENCES:**

1. Harrington, “*Computer graphics*”, 2e, TMH, 1987.
2. Smartech.gatech.edu/bitstream/ handle.