

University of Technology
Computer Engineering Department
Academic Year 2023-2024
3st Year- first semester- All Branches



CE333	Computer Graphic	2Hr/Week	3 Units
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Contents of syllabus	Hours
Introduction to computer graphic and graphic systems	2
Output primitives <ul style="list-style-type: none"> • Line drawing algorithms • Circle drawing algorithms • Ellipse drawing algorithms • Type of polygon and representation • Character display ,bitmap font and outline font • Anti- aliasing • An inside testing • Boundary fill and flood fill algorithms 	10
3d model representation	4
Prospective and parallel projection	4
2D model transformation and 3D model transformation and animation	8

<ul style="list-style-type: none"> • Homogeneous coordinates • Translation • Scaling • Rotation • Reflection • Share transformation • Design of animation sequence • General computer animation functions • Raster animation 	
<p>Windowing and clipping techniques</p>	<p>7 2</p>

References:

Textbook:

1. Computer graphic A. K Pandey 2010
2. Computer graphic mathematics first step

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