Lesson Plan

Name of the Faculty:	**Ms. Priya**
Discipline:	**BCA**
Semester:	**4th**
Subject:	**Computer Graphics** **B23-CAP-403**
WorkLoad(Lecture/Practical)perweek(Inhours):	**Lecture - 4**

Sl No.	Lecture No.	Theory Topic(Including Assignment/Test/Quiz)	Pedagogy (PPT& Chalk-Board and Board/Video Recording /Activity/Case Study)
1	L1	Introduction: History of Computer Graphics (CG)	PPT &Chalk-Board
2	L2	Components of interactive graphics systems	PPT & Chalk-Board
3	L3	Display devices: Refresh CRT	PPT
4	L4	Plasma Panel displays,	Chalk-Board
5	L5	Raster-scan System	Chalk-Board
6	L6	Random scan System	PPT
7	L7	Graphic software	PPT & Chalk-Board
8	L8	Input/Output Devices, Tablets	PPT & Chalk-Board
9		**Query session, &Assignment-1**	
10	L9	Output Primitives: Points and Lines	Chalk-Board
11	L10	Line Drawing Algorithms	Chalk-Board
12	L11	DDA algorithm	Chalk-Board
13	L12	Bresenham's algorithm	Chalk-Board
14	L13	Circle drawing Algorithms	Chalk-Board
15	L14	Polynomial Method	PPT & Chalk-Board
16	L15	Bresenham's algorithm	PPT & Chalk-Board
17	L16	Parametric representation of Cubic Curves	Chalk-Board
18	L17	Bezier Curves	Chalk-Board
19		**Query Session**	
20	L18	2D Transformation: Use of Homogeneous Coordinates Systems	PPT & Chalk-Board
21	L19	Composite Transformation	Chalk-Board

22	L20	Translation	Chalk-Board
23	L21	Rotation	Chalk-Board
24	L22	Rotation about an Arbitrary Point	Chalk-Board
25	L23	Clipping and Windowing	Chalk-Board
26	L24	Clipping Operations	PPT & Chalk-Board
27	L25	Color CRT	Chalk-Board
28	L26	Applications of Computer Graphics	Chalk-Board
29	L27	LCD Panels	PPT & Chalk-Board
30	L28	Mirror Reflection	Chalk-Board
31	L29	Scaling	Chalk-Board
32		**Query Session**	
33	L30	Line Clipping Algorithms: The Mid-Point subdivision method	PPT & Chalk-Board
34	L31	Cohen-Sutherland Line Clipping Algorithms	PPT & Chalk-Board
35	L32	Polygon Clipping	Chalk-Board
36	L33	Sutherland Hodgeman Algorithms	Chalk-Board
37	L34	Text Clipping	Chalk-Board
38	L35	3-D object representations	Chalk-Board
39	L36	3-D Transformations	Chalk-Board
40		**Assignment 2**	On paper
41	L37	Translation, Rotation	Chalk-Board
42	L38	Scaling, Projections	Chalk-Board
43	L39	Hidden surface elimination	Chalk-Board
44	L40	Back face removal	Chalk-Board
45	L41	Depth Buffer algorithm	Chalk-Board
46	L42	Scan-line algorithm	Chalk-Board
47	L43	Depth sort algorithm	Chalk-Board
48	L44	Shading	Chalk-Board