

**Course:** COMPUTER GRAPHICS AND VISUALISATION (10CS65) **SCHEME:** 2010

**Academic Year:** 2016-2017

**Sem:** 6

	Course Outcomes	POs/ PSOs	CL	Class Session s (approx imate)	Tutorial (Hrs)	Lab Sessions (Hrs)
CO1	Understand the concept of computer graphics and its applications, imaging systems, synthetic camera model, graphics architecture and programmable pipeline , graphics program for 2D Sierpinski gasket	PO1 PSO1	U	8	NA	NA
CO2	Understand OpenGL API and 3D Sierpinski gasket programming, interactive graphics.	PO1 PSO1	U	10	NA	NA
CO3	Apply the geometrical transformations for interactive computer graphics in homogenous and affine coordinate system.	PO1 PSO1	AP	10	NA	NA
CO4	Apply parallel & perspective projections, the importance of hidden surface removal in real time applications.	PO1 PSO1	AP	8	NA	NA
CO5	Understand real-world lighting conditions approximated by OpenGL and able to use properties of light and material.	PO1 PSO1	U	8	NA	NA
CO6	Implement and compare algorithms for clipping(LiangBarsky,Cohensutherland) and removal of hidden surface by using z-buffer algorithm	PO1 PSO1	Ap	8	NA	NA
Total Hours of instruction				52		