LESSON PLAN:		
Discipline:	Semester:	Name of the Teaching Faculty:
іт	5th	Ms. Supriya Mishra
Subject:	No. Of Days per week	Semester:
Computer Graphics	class allotted: 4 periods	From Date:01-10-2021 To 08-01-2021
& Multimedia	per week (Mon, Tues,	110 54.6.61 10 1011 10 60 61 1011
	Wed & Fri-1 period each)	
WEEK	CLASS DAY	THEORY /PRACTICAL TOPICS
1st	01-10-2021	Syllabus Discussion
250	01 10 1011	Symasus Biscussion
2nd	4-10-2021	What is Graphics?
-		1. Applications of Computer Graphics &
		Multimedia
		1.1 Computer graphics in CAD
		1.2 Presentation Graphics
		1.3 Computer Art
1		1.4 Entertainment
	5-10-2021	1.5 Education & Training
		1.6 Visualization
		1.7 Image Processing
		1.8 Graphic User Interface
		1.9 Multimedia Concepts
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3rd	11-10-21 to 16-01-2021	Puja Holiday
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4th	18-10-2021	Recap of Chapter 1
		2. Overview of Graphics System
		2.1 Graphics System
		2.2 Raster Scan Display
	22-10-2021	2.3 Random Scan Display
		Diff b/w Raster and Random Scan Display
5th	25-10-2021	2.4 Graphics Input Devices
		2.5 Graphics Software.
	26-10-2021	Recap of Chapter 2
		3. Graphics Output primitive
		3.1 Points & Lines
		3.2 DDA Line Drawing Algorithm
	27-10-2021	3.3 Bresenham's Line drawing Algorithm
	29-10-2021	3.4 Mid Point Circle algorithm
		3.5 Filled Area Primitives
		3.6 Boundary fill algorithm and Flood fill
		algorithm
C+h	01 11 2021	Person of Chanter 2
6th	01-11-2021	Recap of Chapter 3 4. Two Dimensional Geometric Transformations
		4.1 Translation
		4.2 Rotation
	02 11 2024	4.4 Poffortion
	02-11-2021	4.4 Reflection
		4.5 Shear
		4.6 Matrix representation and Homogenous

		coordinate system
		4.7 Composite transformation
	03-11-2021	Recap of Chapter 4
		5. Two Dimensional Viewing
		5.1 Viewing pipeline
		5.2 Viewing coordinate reference frame
		5.3 Window to view port coordinate
		transformation
	05-11-2021	5.4 Line clipping concept
		5.5 Polygon clipping concept
		Assignment -1
7th	08-11-2021	Recap of Chapter 5
		6. Three Dimensional Object Representations
		6.1 Polygon surface
		6.2 Polygon table
		6.3 Plane equation
	09-11-2021	6.4 Polygon mesh
		6.5 Quadric surfaces
		6.6 Sphere, Ellipsoid
	10-11-2021	6.7 Spline representation
		6.8 Bezier curves & Surfaces
		6.9 B-Spline curves & surfaces
	12-11-2021	Recap of Chapter 6
		7. Three Dimensional Geometric & Modeling
		Transformations
		7.1 Translation
		7.2 Rotation
		7.3 Scaling
		7.4 Reflection
8th	15-11-2021	7.5 Shear
		7.6 Composite transformation
		7.7 Modeling & Coordinate transformation.
		Diff b/w 2d &3d transformations
	16-11-2021	Recap of Chapter 7
		8. Three Dimensional Viewing
		8.1 Viewing pipeline
		8.2 Viewing coordinates
	17-11-2021	8.3 Parallel projection
		8.4 Perspective projection
	19-11-2021	Diff b/w 2d &3d viewing
		8.5 Concept of 3D clipping.
		11. 9
9th	22-11-2021	Recap of Chapter 8
		9. Illumination Model & Surface Rendering
		Methods
		9.1 Different light sources used in 3D modeling
		Diff b/w illumination model &surface rendering
	23-11-2021	9.2 Basic Illumination model
		9.3 Ambient light
	24-11-2021	9.4 Diffuse reflection
	27 11 2021	9.5 Specular reflection
		3.3 Specular reflection

	26-11-2021	Recap of Chapter 9 Assignment 2 10. Introduction to Digital Audio 10.1 Basics of Acoustics, Psychoacoustics 10.2 Musical sound and noise, elementary sound system
10th	29-11-2021	10.3 Microphones, Amplifiers,
1001	30-11-2021	10.3 Digital audio formats
	30 11 2021	Diff b/w Lossy& lossless compression.
	01-12-2021	10.4 Audio compression (LPC)
	03-12-2021	10.4 Audio compression (Sub Band Encoding)
	33 == 33=	
11th	06-12-2021	Diff b/w LPC and SBE Flowcharts (LPC and SBE) Recap of Chapter 10
	07-12-2021	11. Introduction to Digital Image
		11.1 Vector and raster Graphics
		11.2 Digital representation of image, colour, 16
		bit, 24 bit colour depth
	08-12-2021	11.3 Colour Characteristics-Hue, saturation,
		Luminance
		11.4 Colour Palette
	10-12-2021	11.5 Image formats-JPEG, TIFF, BMP, GIFF)
12th	13-12-2021	11.6 Image evaluation
	14-12-2021	11.7Layers
	15-12-2021	11.8 Filters
	17-12-2021	11.9 Image manipulation-scaling, cropping,
		rotation
13th	20-12-2021	Recap of Chapter 11
	-55	12. Introduction to Video
		12.1Video in Multimedia
	21-12-2021	12.2 Basics of Motion-Video
	22-12-2021	12.3 Sources of Motion-Video
	24-12-2021	12.4 Video formats, lines, frames, fields
1 146	27.12.2021	12 F TV Dynamics story double DAL NITCO CECANA
14th	27-12-2021	12.5 TV Broadcast standards-PAL, NTSC, SECAM
	28-12-2021	12.6 MPEG Compression
	29-12-2021	Recap of Chapters 1,2 and 3
	31-12-2021	Recap of Chapters 4,5 and 6
15th	03-01-2022	Recap of Chapters 7,8 and 9
	04-01-2022	Recap of Chapters 10,11and 12
	05-01-2022	Last Date for submission of Notes by students
	07-01-2022	