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Course: 601: Computer Graphics

Course Content	<p>Unit 1. Introduction</p> <ul style="list-style-type: none">1.1 Application areas of Graphics Systems<ul style="list-style-type: none">1.1.1. Presentation Graphics1.1.2. Entertainment1.1.3. Education and Training1.1.4. Image Processing1.2 Computer Graphics Files1.3 Introduction to graphic standards <p>Unit 2. Graphics Systems</p> <ul style="list-style-type: none">2.1. Video Display Devices<ul style="list-style-type: none">2.1.1. Refresh CRT2.1.2. Color CRT2.1.3. LCD2.1.4. Direct View Storage Tube2.2. Raster scan and Random Scan Display2.3. Raster Graphics and Vector Graphics2.4. Concepts of various objects: Point, Line, Circle, Ellipse and Polygons <p>Unit 3. Line generation</p> <ul style="list-style-type: none">3.1. Geometry of line3.2. Frame Buffer3.3. Line Drawing Algorithms<ul style="list-style-type: none">3.3.1. DDA Algorithm3.3.2. VECGEN3.3.3. Bresenham3.4. Line Styles<ul style="list-style-type: none">3.4.1. Thick line3.4.2. Line caps and joint3.5. Anti-aliasing of line <p>Unit 4. Polygons</p> <ul style="list-style-type: none">4.1 Polygon Representation4.2 Polygon Inside Tests<ul style="list-style-type: none">4.2.1 Even-odd method4.2.2 Winding number method4.3 Polygon Area Filling Algorithm
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4.3.1 Flood Fill

4.3.2 Scan Line

4.3.3 Boundary Fill

4.4 Filling polygon with a pattern

Unit 5. Geometric Transformations

5.1 Basic Transformations

5.1.1 Scaling

5.1.2 Translation

5.1.3 Rotation

5.1.3.1 Rotation about origin

5.1.3.2 Rotation about Homogeneous Coordinates

5.2 Other transformations

5.2.1 Reflection

5.2.2 Shearing

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