PGScIT (S4) 02
Exam. Code: M4CGR

Computer Graphics

SEMESTER-IV

MASTER OF SCIENCE IN INFORMATION TECHNOLOGY

BLOCK-2

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MASTER OF SCIENCE IN INFORMATION TECHNOLOGY
Computer Graphics
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BLOCK INTRODUCTION

This block comprises the following eight units :

Unit - 8 gives general overview of the concepts on Clipping Algorithms.

Unit - 9 is concerned with 3 - D object trepresentation.

Unit - 10 deals with the concepts of Bezier and B-spline curves.

Unit - 11 concentrates on Projections.

Unit - 12 introduces concepts on 3-D Geometric transformations.

Unit - 13 includes the basic concepts of 3 - D viewing.B

Unit - 14 introduces concepts on Basics in animation.

Unit - 15 includes the basic concepts of Animation designing.