



ALVA'S INSTITUTE OF ENGINEERING & TECHNOLOGY

(A Unit of Alva's Education Foundation)
Shobhavana Campus, Mijar-574225, Moodbidri, D.K
Phone: 08258-262725, Fax: 08258-262726

Affiliated to VTU Belagavi and Approved by AICTE, New Delhi, Recognized by Govt. of Karnataka

ATTENDANCE BOOK

Academic Year : 2023-2024
Semester : 4th Section : A
Period of the Semester : From 22 April 2024 to 07 August 2024
Subject with Code : [166402] Computer Graphics & Visualization
Name of the Faculty : Dr. Shivaprasad BS
Department : Computer Science & Design

VISION OF THE INSTITUTE

"Transformative education by pursuing excellence in Engineering and Management through enhancing skills to meet the evolving needs of the community"

MISSION OF THE INSTITUTE

- To bestow quality technical education to imbibe knowledge, creativity and ethos to students community.
- To inculcate the best engineering practices through transformative education.
- To develop a knowledgeable individual for a dynamic industrial scenario.
- To inculcate research, entrepreneurial skills and human values in order to cater the needs of the society.

AIET	Lesson Plan & Execution			Format No.	ACD 08	
				Issue No.	01	
				Rev. No.	00	
Name of the faculty				Dr. SHIVAPRASAD B T		
Semester and Section				4 th Sem.		
Date of Commencement				22 April 2024		
Last Working Day of the Semester				07 August 2024		
Source Materials List						
1. Donald Hearn + Pauline Baker : Computer Graphics with OpenGL.						
2. Edward Angel : Interactive Computer Graphics. - A Top down approach with OpenGL.						
3.						
4.						
5.						
Subject Name						
Period	Plan			Execution		
	Date	Topics to be covered	Source Material needed	Topics Covered	Date	Source Material Referred
1	22-04-24	Application of Computer Graphics.	Book 2	Applications of Computer Graphics.	22-04-24	Book 2
2	23-04-24	Introduction to OpenGL	Book 1	Introduction to OpenGL	23-04-24	Book 1
3	25-04-2024	Coordinate Reference Frames	Book 1	Coordinate Reference Frames	25-04-2024	Book 1
4	26-04-2024	Specifying two-dimensional world coordinate reference frame in OpenGL	Book 1	Specifying two-dimensional world coordinate reference frame in OpenGL.	26-04-2024	Book 1

Period	Plan			Execution		
	Date	Topics to be covered	Source Material needed	Topics Covered	Date	Source Material Referred
5	26-04 24	Open hl point functions	Book 2	Open hl point functions.	26-04 24	Book
6	29-04 24	Open hl line functions	Book 2	Open hl line functions.	29-04 24	Book
7	30-04 24	Point attributes	Book 1	Point attributes	30-04 24	Book
8	02-05 24	Line attributes Curve attributes	Book 1	Line Attributes Curve attributes.	02-05 24	Book
9	03-05 24	Open hl fill area functions	Book 1	Open hl fill area functions	03-05 24	Book
10	03-05 24	Open hl vertex arrays	Book 1	Open hl vertex arrays.	03-05 24	Book
11	06-05 24	Line drawing algorithm Bresenham's	Book 1	Line drawing algorithm Bresenham's	06-05 24	Book
12	07-05 24	— u —	Book 1 Module 2	— u —	07-05 24	Book
13	09-05 24	2D Geometric Transformations	Book 1	2D Geometric Transformation	09-05 24	Book
14	10-05 24	Basic 2D Geometric Transformations	Book 1	Basic 2D Geometric Transformation	10-05 24	Book
15	10-05 24	Matrix Representation and Homogenous Coordinates	Book 1	Matrix Representation and Homogenous Coordinates.	10-05 24	Book
16	13-05 24	Open hl raster transformations b/w 2D coordinate system	Book 1	Open hl raster transformation b/w 2D coordinate system	13-05 24	Book
17	14-05 24	Transformation b/w 2D coordinate Systems	Book 1	Transformation b/w 2D coordinate system	14-05 24	Book

Period	Plan			Execution		
	Date	Topics to be covered	Source Material needed	Topics Covered	Date	Source Material Referred
18	16-05 24	Open GL geometric transformation function	Book 1	Open GL geometric transformation function	16-05 24	Book 1
19	17-05 24	3D translation	Book 1	3D translation	17-05 24	Book 1
20	17-05 24	3D Rotation	Book 1	3D translation	17-05 24	Book 1
21	20-05 24	Rotation	Book 1	Rotation	20-05 24	Book 1
22	21-05 24	Rotation	Book 1	Rotation	21-05 24	Book 1
23	23-05 24	Scaling	Book 1	Scaling	23-05 24	Book 1
24	24-05 24	Open GL geometric transformation function Module - 3	Book 1	Open GL geometric transformation function.	24-05 24	Book 1
25	24-05 24	Graphical Input Data	Book 1	Graphical Input Data.	24-05 24	Book 1
26	27-05 24	Logical Classification of Input Devices	Book 1	Logical Classification of Input Devices	27-05 24	Book 1
27	28-05 24	Input Functions for Graphical Data	Book 1	Input Functions for Graphical Data.	28-05 24	Book 1
28	30-05 24	Open GL Interactive Input Device Function	Book 1	Open GL Interactive Input-Device function.	30-05 24	Book 1
29	06-06 24	Open GL Menu function	Book 1	Open GL Menu functions.	06-06 24	Book 1
30	7-06 24	Designing a Graphical User Interface	Book 1	Designing a Graphical Interface.	7-06 24	Book 1

Period	Plan			Execution		
	Date	Topics to be covered	Source Material needed	Topics Covered	Date	Source Material Referred
31	7-06 24	Design of Animation Sequences	Book 2	Design of Animation Sequences.	7-06 24	Book 2
32	10-06 24	Traditional Animation Techniques	Book 2	Traditional Animation Techniques.	10-06 24	Book 2
33	13-06 24	General Computer Animation Functions	Book 2	General Computer Animation Functions.	13-06 24	Book 2
34	18-06 24	Computer Animation Languages	Book 2	Computer Animation Languages.	18-06 24	Book 2
35	20-06 24	Character Animation	Book 2	Character Animation	20-06 24	Book 2
36	21-06 24	Periodic Motion Open L Animation Module - 8	Book 2	Periodic Motion Open L Animation Proc.	21-06 24	Book 2
37	21-06 24	Clipping Window	Book 2	Clipping Window	21-06 24	Book 2
38	27-06 24	Normalization and View Transformation	Book 2	Normalization and View Transformation	27-06 24	Book 2
39	28-06 24	Clipping Algorithms	Book 2	Clipping Algorithms	28-06 24	Book 2
40	28-06 24	2D point Clipping	Book 2	2D point clipping.	28-06 24	Book 2
41	01-07 24	Cohen-Sutherland Line Clipping	Book 2	Cohen-Sutherland Line Clipping.	01-07 24	Book 2
42	02-07 24	Properties of Light	Book 2	Properties of Light.	02-07 24	Book 2
43	04-07 24	Color Models	Book 2	Color Models.	04-07 24	Book 2

Period	Plan			Execution		
	Date	Topics to be covered	Source Material needed	Topics Covered	Date	Source Material Referred
44	04-07 24	RGB and CMY color models	Book2	RGB and CMY color models.	04-07 24	Book2
45	5-07 24	Light Sources	Book2	Light Sources	5-07 24	Book2
46	5-07 24	Basic illumination models - Ambient Light	Book2	Basic illumination models - Ambient Light.	5-07 24	Book2
47	11-07 24	Diffuse reflection	Book2	Diffuse reflection	11-07 24	Book2
48	12-07 24	Specular and Phong model	Book2	Specular and Phong model.	12-07 24	Book2
		Model - S				
49	13-07 24	3D Viewing Concept	Book2	3D Viewing Concept	12-07 24	Book2
50	16-07 24	3D Viewing Pipeline	Book2	3D viewing pipeline.	16-07 24	Book2
51	17-07 24	Transformation from World to Viewing Coordinates	Book2	Transformation from World to Viewing Coordinates.	17-07 24	Book2
52	17-07 24	Projection transformation.	Book2	Projection transform	17-07 24	Book2
53	22-07 24	Orthogonal Projections	Book2	Orthogonal projections.	22-07 24	Book2
54	23-07 24	Perspective projection	Book2	Perspective projection	23-07-24	Book2
55	25-07 24	OpenGL 3D Viewing functions.	Book2	OpenGL 3D Viewing functions.	25-07-24	Book2
56	1-08 24	Classification of Visible Surface Detection Algorithms	Book2	Classification of Visible Surface Detection algo	1-08 2024	Book2

[illegible]

Others	Planned	Actual	Remarks:
Special Classes	58	58.	Regular Class.
Tutorials	3	3	
Assignments	3	2	First Two Assignment.
Seminars	—	—	
IA Tests	3	2	Best of Two internal.
Portions Covered in the entire Semester	100%.		
Course Effectiveness			
Students Feedback			
Students Response			
Result	No. of Students AP	No. of Students Passed	% of Result
	62	61	100%.

Faculty in Charge

Signature of Principal (& Remarks if any)
PRINCIPAL

Alva's Institute of Engg. & Technology,
Mijar. MOODBIDRI - 574 225, D.K

HOD's Signature

H.O.D

Dept. of Computer Science and Technology
Alva's Institute of Engg. & Tech
Mijar, Moodubidre - 574 225