|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | Computer Graphics Laboratory and Mini Project | 1. Understand basics of computer graphics, different graphics devices and application of computer graphics.  Use various scan conversion and object filling algorithms and their comparative analysis.  2. Use geometric transformations on graphics objects and their application in composite form.  3.Extract scene with different clipping methods and its transformation to graphics display devices.  4.Explore projections and visible surface detection technique for display of 3D scene on 2D scree | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems  PO5:Modern Tool Usage  PO8:ETHICS  PO9:INDIVIDUAL AND TEAM WORK  PO10:COMMUNICATION  PO11:Project Management and Finance. |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  | **CO1:Apply** the concepts of computer graphics  **CO2:Animate** real world problems using OpenGL  **CO3:Implement** computer graphics applications using OpenGL |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

