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| **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 method1. PPT
 | * Business

 Ethics* Human

 values | PO1:Engineering KnowledgePO2:Problem AnalysisPO3:Design/Development Of SolutionsPO4:Conduct Investigations Of Complex ProblemsPO5:Modern Tool UsagePO8:ETHICSPO9:INDIVIDUAL AND TEAM WORKPO10:COMMUNICATIONPO11:Project Management and Finance. |  |
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|  |  | PSO1:Professional SkillsPSO2:Problem Solving Skill |
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|  |  | **CO1:Apply** the concepts of computer graphics**CO2:Animate** real world problems using OpenGL**CO3:Implement** computer graphics applications using OpenGL |
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