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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 AND VISUALIZATION | 1. In the course advanced Internet procedures and technologies are described which support an efficient, effective and secure interconnection of both distributed applications and related structured data2 It provides tools for producing pictures not only of concrete real world objects but also of abstract, synthetic objects such as mathematical surface in 4D and of data that have no inherent geometry such as survey results. The computer graphics provides tool called motion dynamics.3. Computer graphics is receiving much attention in the development of interactive educational software, multimedia systems, and many other applications. It not only adds a new dimension to such applications but also makes them more exciting and dynamic. | 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 UsagePO6: Engineer and SocietyPO7:Environment And SustainabilityPO8:ETHICSPO10:COMMUNICATION |  |
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|  |  | PSO1:Professional SkillsPSO2:Problem Solving Skill |
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|  |  | **CO1** Analyze the performance characteristics of various applications of Computer graphics **CO2** Analyze the different 2D and 3D OpenGL APIs and Control functions. **CO3** Analyze the major components of OpenGL used to build interactive Models. **CO4** Design and develop applications related interactive animation programs **CO5** Design a simple Graphics package by making use of event driven inputs **CO6** Build 2D and 3D programs by applying object transformation, lighting and shading.  |
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