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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 data  2 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 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  PO6: Engineer and Society  PO7:Environment And Sustainability  PO8:ETHICS  PO10:COMMUNICATION |  |
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|  |  | PSO1:Professional Skills  PSO2: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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