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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 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  PO9:INDIVIDUAL AND TEAM WORK  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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