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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 UsagePO6: Engineer and SocietyPO7:Environment And SustainabilityPO9:INDIVIDUAL AND TEAM WORKPO10: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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