

LESSON PLAN

Period	Date (Tentative)	Topic	Unit No.	Teaching Methodology	Remarks	Corrective Action Upon Review
3,4	25/08/14	Introduction	I	CR		
		Application of CG				
5	26/8/14	Raster Scan Systems		CR		
		Random Scan Systems				
1,2	28/8/14	Raster scan display Processors.		CR		
3	1/9/14	Points and Lines DDA line drawing Alg	I	CR		
4	1/9/14	Bresenham line drawing Alg		CR		
5	2/9/14	Mid point-Circle Alg				
1	4/9/14	ellipse Algorithm				
2	4/9/14	Inside & Outside tests	II	CR		
3	8/9/14	Flood Fill Algorithm				
4	8/9/14	Boundary Fill Algorithm		CR		
5	9/9/14	Scan line Polygon				
1	11/9/14	Fill Algorithm				
2	11/9/14	2D Geometrical Transformations	III	CR		

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3	13/9/14	Translation	III	CR		
4	15/9/14	Scaling				
5	16/9/14	Rotation				
1	18/9/14	Reflection & Shear		CR		
2	18/9/14	Homogeneous Coordinates				
		matrix representation				
3	22/9/14	Composite Transformations				
4	22/9/14	Transformation between coordinate frames		CR		
5	23/9/14	The viewing pipeline	IV	CR		
1	25/9/14	Viewing Coordinate reference frames				
2	25/9/14	Window to Viewport Coordinate Transformations		CR		
3	6/10/14	Viewer Functions				
4	6/10/14	Cohen Sutherland Line Clipping		CR		
5	7/10/14	Cyber beam Line Clipping				

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1	9/10/14	Scattered Data	IV	CR		
2	9/10/14	mean Polygon clipping				
3	20/10/14	Polygon Surface	V	CR		
4	20/10/14	Quadratic Surface				
		Spline representation				
5	21/10/14	Hermite Curve				
1	22/10/14	Bezier Curve		CR		
2	22/10/14	B-spline Curves				
3	27/10/14	Bezier and B-spline Surfaces				
4	27/10/14	3D Geometric Transformations	VI	CR		
5	28/10/14	Translation				
		Rotation				
1	30/10/14	Scaling				
2	30/10/14	Reflection & Shear		CR		
		Composite Transformations				

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3	3/11/14	3D viewing pipeline		CR		
4	3/11/14	clipping				
1	5/11/14	parallel projection		CR		
2	5/11/14	perspective projection				
3	10/11/14	classification	<u>VII</u>	CR		
4	10/11/14	Back face detection				
5	11/11/14	Depth buffer		CR		
1	13/11/14	Scan line				
2	13/11/14	Depth Sorting		CR		
3	17/11/14	Bezier methods				
4	17/11/14	Area Sub-division		CR		
		octree method.				
5	18/11/14	Animation	<u>VIII</u>	CR		
1	20/11/14	Design of animation				
		Sequence				
2	20/11/14	General Computer		CR		
		animation function				

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