

**Lesson Plan & Work-done Diary for AY: 2025-26, ODD Semester**

Course with Code: Computer Graphics (BCS515A)					Faculty: Sandesh R		Semester & Section: 5 <sup>th</sup> A & B	
Module	Class No.	Date planned (DD/MM)	Topics to be covered	TLP Planned	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
BRIDGE COURSE	1		Introduction to Computers	PPT Chalk & Talk				
	2		Computer Paint and Other Applications	PPT Chalk & Talk				
	3		Computer Monitor Display	PPT Chalk & Talk				

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MODULE-1	1		Applications of Computer Graphics	PPT Chalk & Talk				
	2		Graphics System, Images: Physical and Synthetic Images	PPT Chalk & Talk				
	3		Imaging Systems	PPT Chalk & Talk				
	4		The Synthetic-Camera Mode	PPT Chalk & Talk				
	5		The Programmer's Interface	PPT Chalk & Talk				
	6		Graphics Architectures	PPT Chalk & Talk				
	7		Programmable Pipelines	PPT Chalk & Talk				
	8		Performance Characteristics	PPT Chalk & Talk				

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MODULE - 2	9		Input and Interaction	PPT Chalk & Talk				
	10		Input devices	PPT Chalk & Talk				
	11		Clients and Servers	PPT Chalk & Talk				
	12		Display Lists	PPT Chalk & Talk				
	13		Display Lists and Modeling	PPT Chalk & Talk				
	14		Programming Event Driven Input	PPT Chalk & Talk				
	15		Menus	PPT Chalk & Talk				
	16		OpenGL Program to draw Square	PPT Chalk & Talk				

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MODULE-3	17		Frames in OpenGL	PPT Chalk & Talk				
	18		Modeling a Colored Cube	PPT Chalk & Talk				
	19		Affine Transformations	PPT Chalk & Talk				
	20		Rotation	PPT Chalk & Talk				
	21		Translation and Scaling	PPT Chalk & Talk				
	22		Transformation in Homogeneous Coordinates	PPT Chalk & Talk				
	23		Concatenation of Transformations	PPT Chalk & Talk				
	24		OpenGL Program to draw CUBE and to Rotate	PPT Chalk & Talk				

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MODULE-4	25		Classical Viewing	PPT Chalk & Talk				
	26		Computer Viewing	PPT Chalk & Talk				
	27		Viewing with a Computer	PPT Chalk & Talk				
	28		Lighting and Shading	PPT Chalk & Talk				
	29		Light and Matter	PPT Chalk & Talk				
	30		Light Sources	PPT Chalk & Talk				
	31		The Phong Lighting Model	PPT Chalk & Talk				
	32		Polygonal Shading	PPT Chalk & Talk				

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MODULE-5	33		From Vertices to Fragments: Basic Implementation Strategies	PPT Chalk & Talk				
	34		Four major tasks	PPT Chalk & Talk				
	35		Clipping, Line-segment clipping,	PPT Chalk & Talk				
	36		Cohen-Sutherland Clipping, Liang-Barsky Clipping	PPT Chalk & Talk				
	37		Line-Drawing Algorithms	PPT Chalk & Talk				
	38		DDA Algorithm, Bresenham's Line Algorithm	PPT Chalk & Talk				
	39		Parallel Line Algorithms, Setting Frame-Buffer Values	PPT Chalk & Talk				
	40		Circle- Generating Algorithms, Midpoint Circle Algorithm	PPT Chalk & Talk				

	<b>Activity</b>	<b>Planned</b>	<b>Actual</b>	<b>Remarks</b>
<b>1</b>	Theory Classes	40		
<b>2</b>	Assignments/Quizzes/ Self-study	2		
<b>3</b>	Tutorials / Extra classes (Bridge Course)	3		
<b>4</b>	Internal Assessments	3		
<b>5</b>	ICT based Teaching (% of usage in Curriculum)	100%		
<b>Planning</b>			<b>Execution</b>	
<b>Faculty Signature:</b>			<b>Faculty Signature:</b>	
<b>HoD Signature:</b>			<b>HoD Signature:</b>	