

Computer Graphics Lab (UG-H-CC-P-614)

All the students are hereby notified that assignment of **Computer Graphics Lab** is given. In the assignment derivation or proof should be done if possible with flow chat, program, program output should be done and send it to the given two mails mention below till 20/08/2021

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UNIVERSITY ROLL NO	REGISTRATION NO	REGISTRATION SESSION:	Assignment NO.
2115120-180142	017506	2018-2019	1
2115120-180218	017516	2018-2019	2
2115120-180104	017501	2018-2019	3
2115120-180137	017504	2018-2019	4
2115120-180113	017503	2018-2019	5
2115120-180105	017520	2018-2019	6
2115120-180141	017505	2018-2019	7
2115120-180005	017492	2018-2019	8
2115120-180095	017499	2018-2019	9
2115120-180027	017494	2018-2019	10
2115120-180147	017507	2018-2019	11
2115120-180239	017519	2018-2019	12
2115120-180270	017526	2018-2019	13
2115120-180264	017502	2018-2019	13
2115120-180074	017498	2018-2019	12
2115120-180206	017513	2018-2019	11
2115120-180211	017514	2018-2019	10
2115120 180171	017509	2018-2019	9
2115120-180102	017500	2018-2019	8
2115120-180236	017518	2018-2019	7

2115120-180273	017522	2018-2019	6
2115120-180157	017508	2018-2019	7
2115120-180184	017510	2018-2019	6
2115120-180040	017495	2018-2019	5
2115120-180288	17521	2018-2019	4
2115120-180009	017493	2018-2019	3
2115120-180275	017523	2018-2019	2

1. Write a program to implement Direct method of line drawing algorithm.
2. Write a program to implement Simple DDA method of line drawing algorithm.
3. Write a program to implement Incremental DDA method of line drawing algorithm.
4. Write a program to implement Integer DDA method of line drawing algorithm.
5. Write a program to implement Bresenham's line drawing algorithm.
6. Write a program to implement Bresenham's circle drawing algorithm.
7. Write a program to implement mid-point circle drawing algorithm.
8. Write a program to implement mid-point ellipse drawing algorithm.
9. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
10. Write a program to clip a polygon using Sutherland Hodgeman algorithm.

11. Write a program to apply various 2D transformations on a 2D object (use homogenous coordinates).
12. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
13. Write a program to draw Hermite/Bezier curve.

Sd/-
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