COMPUTER GRAPHICS

The Computer Graphics (GFX) Laboratory focuses on modeling of the real world, and simulation of physically based illumination phenomena. This lab provides students a found understanding of basic concepts of computer graphics and the need of developing graphic applications. Progress in this field is attained by interactivity, realism, and flexibility

Typically, the term computer graphics lab refers to several different things:
1.The representation and manipulation of image data by a computer.
2.The various technologies used to create and manipulate images.
3. Studies different methods for digitally synthesizing and manipulating visual components.

Lab Manual for Computer Graphics Lab

S.No.	List of Programs
1	Write a program to draw a line using DDA algorithm.
2	Write a program to draw a line using bresenham's algorithm for lines with slopes (a) negative and less than I (b) positive and less than I. (c) positive and greater than I. (d) negative and greater than I.
3	A program to draw a circle using Bresenhanr,s circle Algorithm.
4	A program to draw a circre using Midpoint circre Argorithm
5	A program to draw an ellipse using Midpoint Ellipse Algorithm.
6	A program to fill'different tlpes of geometric shapes using Flood Fill.Algorithm
7	A program to fill different types of geometric shapes using Boundary fill algo. A prograrn to demonstrate window to view-port mapping.
8	A program to clip a line segment using 4-bit code, argorithm.
9	A program to draw a C-Curve of nth order A program that shows a scene of flying kite.
10	A program to rotate a line about its mid-point.
11	A program that shows a scene of eclipse.
12	A program that translate and rotate a circle along a horizontal line.
13	A program to rotate an ellipse about its major axis and minor axis alternatively.