CA9153 GRAPHICS AND MULTIMEDIA SYSTEMS

UNIT I INTRODUCTION

I/O devices – I/O primitives – Attributes of output primitives – DDA – Bresenham technique – Circle drawing algorithms – Interactive input methods.

UNIT II 2D GRAPHICS


UNIT III 3D GRAPHICS


UNIT IV OVERVIEW OF MULTIMEDIA


UNIT V MULTIMEDIA SYSTEMS AND APPLICATIONS


TOTAL = 45

REFERENCES