MM9121  GRAPHICS DESIGN AND MULTIMEDIA PRESENTATION

UNIT I   INTRODUCTION                                      6
I/O devices – I/O primitives – Attributes of output primitives – DDA – Bresenham
technique – Circle drawing algorithms – Interactive input methods.

UNIT II  2D GRAPHICS                                      9
2D Transformations – Window View port mapping – Clipping algorithms – polygons –
Splines – Bezier curves – Basics.

UNIT III  3D GRAPHICS              12
3D concepts – Representations – 3D transformation - Projections – Hidden surface
removal – Visualization and rendering – Color models – Textures.

UNIT IV  OVERVIEW OF MULTIMEDIA                                    9
Introduction to Multimedia - Multimedia Hardware & Software – Components of
multimedia – Multimedia Authoring and tools – Multimedia Project development.

UNIT V  MULTIMEDIA SYSTEMS AND APPLICATIONS                                  9
Presentation requirements – Applications – Video conferencing – Virtual reality –
Interactive Video – Media on Demand.

TOTAL = 45

REFERENCES

2. Ralf Steinmetz, Klara Steinmetz, “Multimedia Computing, Communications &