



A T M E
College of Engineering

Department of Computer Science & Design
Lesson Plan & Work-done Diary for
AY: 2025-26, EVEN Semester



Course with Code: Computer Graphics and Visualization – BCG402 Lab				Faculty: Prof. Yogesh N		Semester & Section: IV		Batch: B1 & B2
Lab No.	Date Planned (DD/MM)	Topics to be covered	TLP Planned	Lab No.	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
Lab Exercises								
1	03.03.2026	Introduction to the lab	PPT	1				
	05.03.2026							
2	10.03.2026	Develop OpenGL program to draw a lineusing Bresenham's algorithm for all types of slopes.	PPT Chalk & Talk	2				
	12.03.2026							
3	17.03.2026	Develop OpenGL program to create and rotate a triangle about the origin and a fixed point.	PPT Chalk & Talk	3				
	26.03.2026							
4	24.03.2026	Develop a OpenGL program to implement to recursively subdivide a tetrahedron to form 3D sierpinski gasket. The number of recursive steps is to be specified by the user.	PPT Chalk & Talk	4				
	09.04.2026							

5	07.04.2026	Develop a OpenGL program to Spin 3D sierpinski gasket using OpenGL transformation matrices.	PPT Chalk & Talk	5				
	16.04.2026							
6	21.04.2026	Develop a OpenGL program to Clip 2D lines using Cohen-Sutherland algorithm.	PPT Chalk & Talk	6				
	23.04.2026							
7	28.04.2026	Develop a menu driven program to animate the polygon using 3D geometric transformations.	PPT Chalk & Talk	7				
	30.04.2026							
8	05.05.2026	Develop a OpenGL program to draw a color cube and allow the user to move the camera suitably to experiment with perspective viewing.	PPT Chalk & Talk	8				
	07.05.2026							
9	19.05.2026	Develop a OpenGL program to draw a simple shaded scene consisting of a tea pot on a table. Define suitably the position and properties of the light source along with the properties of the surfaces of the solid object used in the scene.	PPT Chalk & Talk	9				
	14.05.2026							

10	26.05.2026	Develop a OpenGL program to draw a simple scene containing few 3D objects and provide day and night effect. Define suitably the position and properties of the light source used in the scene.	PPT Chalk & Talk	10				
	21.05.2026							
11	02.06.2026	Lab IA		11				
	04.06.2026							

	Activity	Planned	Actual	Remarks
1	Laboratory Classes	11		
2	Assignments/ Quizzes/ Self-study	-		
3	Tutorials/ Extra classes	-		
4	Internal Assessments	01		
5	ICT based Teaching (% of usage in Curriculum)	50%		
Planning			Execution	
Faculty Signature:			Faculty Signature:	
HoD Signature:			HoD Signature:	