



ATME
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				Faculty: Prof. Yogesh N			Semester & Section: IV	
Class No.	Date Planned (DD/MM)	Topics to be covered	TLP Planned	Class No.	Date of Conduction (DD/MM)	Topics Covered	TLP Executed	Remarks if any deviation
MODULE-1								
1	23.02.2026	Bridge Course	PPT	1				
2	24.02.2026	Bridge Course	PPT	2				
3	25.02.2026	Course Introduction	PPT	3				
4	26.02.2026	Computer Graphics: Application of Computer Graphics	PPT	4				
5	02.03.2026	OpenGL: Introduction to OpenGL	PPT	5				
6	03.03.2026	Coordinate reference frames, specifying two-dimensional world coordinate reference frames in OpenGL	PPT	6				
7	04.03.2026	OpenGL point functions, OpenGL line functions	PPT	7				
8	05.03.2026	Point attributes, line attributes	PPT	8				
9	09.03.2026	Curve attributes, OpenGL fill area functions	PPT	9				
10	10.03.2026	OpenGL Vertex arrays	PPT	10				
11	11.03.2026	Line drawing algorithm- Bresenham's	PPT	11				
12	12.03.2026	Revision and Sample OpenGL programs	PPT	12				

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MODULE-2								
1	16.03.2026	2D and 3D graphics with OpenGL: 2D Geometric Transformations	PPT	1				
2	17.03.2026	Basic 2D Geometric Transformations	PPT	2				
3	18.03.2026	Matrix representations and homogeneous coordinates	PPT	3				
4	23.03.2026	OpenGL raster transformations	PPT	4				
5	24.03.2026	Transformation between 2D coordinate systems	PPT	5				
6	25.03.2026	OpenGL geometric transformation functions	PPT	6				
7	26.03.2026	3D Geometric Transformations	PPT	7				
8	06.04.2026	3D Translation, rotation, scaling	PPT	8				
9	07.04.2026	OpenGL geometric transformations Functions	PPT	9				
10	08.04.2026	Revision Session		10				

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MODULE-3								
1	09.04.2026	Interactive Input Methods and Graphical User Interfaces: Graphical Input Data, Logical Classification of Input Devices	PPT	1				
2	13.04.2026	Input Functions for Graphical Data	PPT	2				
3	15.04.2026	OpenGL Interactive Input-Device Functions	PPT	3				
4	16.04.2026	OpenGL Menu Functions	PPT	4				
5	21.04.2026	Designing a Graphical User Interface	PPT	5				
6	22.04.2026	Computer Animation: Design of Animation Sequences	PPT	6				
7	23.04.2026	Traditional Animation Techniques, General Computer- Animation Functions	PPT	7				
8	27.04.2026	Computer-Animation Languages, Character Animation	PPT	8				
9	28.04.2026	Periodic Motions, OpenGL Animation Procedures	PPT	9				
10	29.04.2026	Revision Session		10				

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MODULE-4								
1	30.04.2026	Clipping: clipping window, normalization and viewport transformations	PPT	1				
2	04.05.2026	Clipping algorithms, 2D point clipping	PPT	2				
3	05.05.2026	2D line clipping algorithms: cohen-sutherland line clipping	PPT	3				
4	06.05.2026	Color Models: Properties of light	PPT	4				
5	07.05.2026	Color models, RGB and CMY color models	PPT	5				
6	13.05.2026	Illumination Models: Light sources	PPT	6				
7	14.05.2026	Basic illumination models-Ambient light	PPT	7				
8	15.05.2026	Diffuse reflection, specular and phong model	PPT	8				
9	18.05.2026	Revision Session		9				

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MODULE-5								
1	19.05.2026	3D Viewing:3D viewing concepts, 3D viewing pipeline	PPT	1				
2	20.05.2026	Transformation from world to viewing coordinates	PPT	2				
3	21.05.2026	Projection transformation	PPT	3				
4	25.05.2026	Orthogonal projections	PPT	4				
5	26.05.2026	Perspective projections	PPT	5				
6	27.05.2026	OpenGL 3D viewing functions	PPT	6				
7	01.06.2026	Visible Surface Detection Methods: Classification of visible surface Detection algorithms	PPT	7				
8	02.06.2026	Depth buffer method	PPT	8				
9	03.06.2026	Revision Session		9				

	Activity	Planned	Actual	Remarks
1	Theory Classes	50		
2	Assignments/ Quizzes/ Self-study	Assignment (Course Project)/05		
3	Tutorials/ Extra classes	-		
4	Internal Assessments	03		
5	ICT based Teaching (% of usage in Curriculum)	100%		
Planning			Execution	
Faculty Signature:			Faculty Signature:	
HoD Signature:			HoD Signature:	