

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Republic of Iraq
The Ministry Of Higher Education
& Scientific Research



University: Baghdad
College: Science for Women
Department: Computer Science
Stage: Second
Lecturer name: Dr. Abbood K
Jassim
Qualification: lecture

Syllabus Form

| | | | | | |
|--------------------|--|------------|---------|---------|------------|
| Instructor Name | Abbood Kirebut Jassim | | | | |
| E-mail | ramz5151@yahoo.com | | | | |
| Course Title | Computer Graphics | | | | |
| Course Coordinator | | | | | |
| Course Objectives | Enable student to analyze picture or movie and how to build them | | | | |
| Course Description | Explain how image generate in monitor (how generate by hardware) how generate line, circle, picture operations (moving, scaling and rotation) and clipping with project represented by each student. | | | | |
| Textbook | 1.Principle of interactive computer Graphics by William M Newman Robert F. Sproull 2.Computer Graphics with Pascal by Marc Berger | | | | |
| References | 1. Computer Graphics / internet 2. Computer Graphics with OpenGL by Hearn Baker 3. Mathematical Elements for Computer Graphics by David F. Roger & J. Alan Adams 4. Fundamental of Interactive Computer Graphics by J. D. Floey & A.Van Dam | | | | |
| Course Assessments | Term Tests | Laboratory | Quizzes | Project | Final Exam |
| | As(25%) | As(15%) | | - | As(60%) |
| General Notes | | | | | |

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| Week | Date | Topes Covered | Lab. Experiment Assignments | Notes |
|------|------|---|---|-------|
| 1 | | Introduction to computer graphics | Define graphics application & Build the first graph program | |
| 2 | | How generate image & colored image | Build graph programs | |
| 3 | | Define technologies for store and display images | Build graph programs | |
| 4 | | Compare between technologies & Draw a line, types and (DDA) to draw a line | Draw a line using DDA | |
| 5 | | Bresenham algorithm to generate line | Draw a line using bresenham alg. | |
| 6 | | General Bresenham algorithm with modify the algorithm, | Draw a line using general bresenham algorithm. | |
| 7 | | Circle & circle generation algorithm. | Draw a circle program | |
| 8 | | Bresenham circle algorithm 1 & Bresenham circle algorithm 2 | Draw a circle program | |
| 9 | | File types that used to store image & File type1 with its procedures | Draw these files | |
| 10 | | File type2 with its procedures & File type3 with its procedures | Draw these files | |
| 11 | | Picture operations in mathematics form & Picture operations in programming view | Program with picture operations | |
| 12 | | Line clipping with explicit clipping algorithm | Line clipping program | |
| 13 | | Line clipping with cohen clipping algorithm | Line clipping program | |
| 14 | | 3D Concepts & its operations | project | |
| 15 | | Explain an graph application like Auto CAD | project | |
| 16 | | Introduction to computer graphics | Define graphics application & Build the first graph program | |

Instructor Signature:

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