

<b>MM9121</b>	<b>GRAPHICS DESIGN AND MULTIMEDIA PRESENTATION</b>	<b>L T P C</b>
		<b>3 0 0 3</b>
<b>UNIT I</b>	<b>INTRODUCTION</b>	<b>6</b>
I/O devices – I/O primitives –Attributes of output primitives– DDA – Bresenham technique – Circle drawing algorithms – Interactive input methods.		
<b>UNIT II</b>	<b>2D GRAPHICS</b>	<b>9</b>
2D Transformations – Window View port mapping – Clipping algorithms – polygons – Splines – Bezier carves – Basics.		
<b>UNIT III</b>	<b>3D GRAPHICS</b>	<b>12</b>
3D concepts – Representations – 3D transformation - Projections – Hidden surface removal – Visualization and rendering – Color models – Textures.		
<b>UNIT IV</b>	<b>OVERVIEW OF MULTIMEDIA</b>	<b>9</b>
Introduction to Multimedia - Multimedia Hardware & Software – Components of multimedia – Multimedia Authoring and tools – Multimedia Project development.		
<b>UNIT V</b>	<b>MULTIMEDIA SYSTEMS AND APPLICATIONS</b>	<b>9</b>
Multimedia Communication Systems – Database Systems – Synchronization issues – Presentation requirements – Applications – Video conferencing – Virtual reality – Interactive Video – Media on Demand.		
		<b>TOTAL = 45</b>

## REFERENCES

1. Donald Hearn, M. Pauline Baker, "Computer Graphics – C Version", second edition, Pearson Education, 2006.
2. Ralf Steinmetz, Klara Steinmetz, "Multimedia Computing, Communications & Applications" Pearson Education, 2004.
3. Tay Vaughan, "Multimedia Making It Work", McGraw Hill, 7 th edition, 2006.
4. J. D. Foley, A. VanDam, S. K. Feiner, J. F. Hughes, "Computer Graphics Principles and Practice", Addison and Wesley Publications, 2002.
5. Ze-Nian Li, Mark S. Drew, "Fundamentals Of Multimedia ", PHI, 2004.