

1. Line drawing algorithm, Circle drawing algorithms, Ellipse drawing algorithm
2. 2D transformations
3. Clipping algorithms
4. 3D Graphics using OpenGL, 3D viewing, 3D transformations
5. Developing interactive multimedia applications-Authoring a 2D presentation:  
(storyboard, design layout, collect the content, Presentation)  
    Mini project using any of the popular authoring tools (say, flash, director,  
    dreamweaver)
6. Creating simple 3D animations and visualizations.