COMPUTER GRAPHICS (4536)

Teaching Schedule Per Week			Progressive Assessment	Examination Schedule (Marks)					
				Theory			Practical		Total
Lectures	Practical	Credit		Theory	Test	Total	TW	PR	Gr Total
-	4	4	Semester	—	—	—	50	50	100

Note: Pre-requisite # - Means studied   or having equivalent knowledge of Information Technology.

Rationale: A Student should be able to make:
   a. Presentation of his work.
   b. Animated walkthrough.

SYLLABI OF COURSES FOR DIPLOMA PROGRAMME IN: Architecture Assistantship. Sem IV

COURSE CONTENTS	Hrs	Mks
Chapter 1. INTRODUCTION TO COMPUTER GRAPHICS. File formats, Vector images, Raster images(Bitmaps), 2D & 3D images, Application & usages	3	5
Chapter 2. INTRODUCTION TO ANIMATION. 2 – D animation	3	5
Chapter 3. WORKING WITH 2-D IMAGES. LAYERS, COLOURS, transformation, integration, retouching, manipulation, conversion, importing & exporting of files into other programmes, filters, compatibility.	16	30
Chapter 4. 3-D MODELLING. Development of various Building components i.e. Doors, Windows, Columns, Balusters, Railings, Roofs, Staircases. Exporting files to 3-D S Max. Application of materials, mapping, lights to the scene.	42	60

TERMWORK:
Exercise 1 Practicals conducted on completion of every chapter.
Development of three-dimensional object - final term work

METHOD OF TEACHING:
Teacher shall make use of LCD videos depending on the nature of assignments.

REFERENCE BOOKS:
   1. Dummies for Photoshop
   2. Mastering Photoshop Layers
   3. Mastering Corel Draw
   4. Working with Auto cad