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Bezier C Three di			9	+	0
Perspect	Dimensional Object Representations: Polygon surfaces - Quadric surface - Spline r Curves and surfaces - B-spline curve and surfaces. Imensional Geometric and Modeling Transformations: Translation — Rotation — Scali rmation. Three Dimensional viewing: Viewing Pipeline - Viewing Coordinates -Projectio stive).	ng -	Cor	npos	site
UNIT IV	MULTIMEDIA SYSTEM DESIGN AND MULTIMEDIA FILE HANDLING		9	+	0
multimed database	dia basics – Multimedia applications – Multimedia system architecture – Evolving to dia – Defining objects for multimedia systems – Multimedia data interface standard es. Compression and decompression – Data and file format standards – Multimedia I/O al voice and audio – Video image and animation – Full motion video – Storago ogies.	ds -) tech	Mul nnolo	time ogie:	dia s
UNIT V	HYPERMEDIA		9	+	0
Multimed componed documen	│ dia authoring and user interface – Hypermedia messaging -Mobile messaging − Hyper		ia m		age

Cou	Course Outcomes:				
Upon completion of this course, the students will be able to:					
CO1	1	Design two dimensional graphics.			
CO2	2	Apply two dimensional transformation			
CO3	3	Design and apply three dimensional graphics and transformations.			
CO4	1	Design various software programs used in the creation and implementation of multi-media (interactive, motion/animation, presentation, etc.).			
COS	5	Design hypermedia messaging and distributed multimedia systems.			
Text Book: 1. Donald Hearn and Pauline Baker M, "Computer Graphics", Prentice Hall, New Delhi, 2007.(Unit I - III).					
2.		idleigh, P. K and Kiran Thakrar, "Multimedia Systems and Design", PHI, 2003.(Unit IV & V)			
Reference Books:					
1.	an	hn F. Hughes, Andries Van Dam, Morgan McGuire, David F. Sklar, James D. Foley, Steven K. Feiner d Kurt Akeley, "Computer Graphics: Principles and Practice", , 3rd Edition, Addison Wesley of principles and Practice of the computer of the c			
2.	Do Pe	onald Hearn and M. Pauline Baker, Warren Carithers, "Computer Graphics With Open GL", 4th Edition, earson Education, 2010.			
3.	Ju	dith Jeffcoate, "Multimedia in practice: Technology and Applications", PHI, 1998.			