

CGM LESSON PLAN	
JHARSUGUDA ENGINEERING SCHOOL, JHARSUGUDA	
Name of the Faculty: SABYASACHI SARANGI	Academic Year: 2026-27
Course No.: Th 5	Course name: INFORMATION TECHNOLOGY
Programme: Diploma	Branch: I.T.
Year/Sem: 3rd	Section: NA

Sl. No.	Period	Time (min)	Chept	Topic to be Covered	Teaching Method
1	1	60min	1.1	Introduction to Computer Graphics	Black board
2	2	60min	1.2	Image Processing and Picture analysis	Black board
3	3	60min	1.3	Conceptual frame work for interactive graphics,	Black board
4	4	60min	1.4	Classification	Black board
5	5	60min	2.1	Hardware: Various display devices	PPT
6	6	60min	2.2	Video controller	PPT
7	7	60min	2.3	Random-scan display processor	PPT
8	8	60min	2.4	Image scanners	Black board
9	9	60min	2.5	Interaction hardware	Black board
10	10	60min	3.1	Raster Graphics Techniques: Interaction handling, Raster graphics features	Black board

11	11	60 min	3.2	Line drawing algorithms, Circle drawing algorithms	Black board
12	12	60 min	3.3	Scan conversion	Black board
13	13	60 min	3.4	Polygon filling	Black board
14	14	60 min	3.5	Pattern filling	Black board
15	15	60 min	3.6	Halftoning, Clipping techniques	Black board
16	16	60 min	3.7	Revision of Chapter 3 & Quiz	PPT
17	17	60 min	4.1	Geometric Transformation and Viewing: 2D and 3D transformation	Black board
18	18	60 min	4.2	Representation and composition	Black board
19	19	60 min	4.3	3D viewing	Black board
20	20	60 min	4.4	Revision of Chapter 3 & Quiz	PPT
21	21	60 min	5.1	User Interfacing: Interaction handling models	Black board
22	22	60 min	5.2	Window management Input/Output handling	Black board
23	23	60 min	5.3	Tool kits	Black board
24	24	60 min	5.4	Revision of Chapter 5 & Quiz	PPT
25	25	60 min	6.1	Curves & Surfaces and Solid Modelling	Black board
26	26	60 min	6.2	Polygon meshes	Black board
27	27	60 min	6.3	Parametric cubic curves	Black board
28	28	60 min	6.4	Quadric surfaces	Black board
29	29	60 min	6.5	Bezier and B-spline curves	Black board
30	30	60 min	6.7	Representing solids: sweep representation	Projector
31	31	60 min	6.8	boundary representation	Projector
32	32	60 min	6.9	Spatial partitioning	PPT
32	32	60 min	6.10	Revision of Chapter 6 & Quiz	Black board

33	33	60 min	7.1	Visibility: Hidden line and Hidden surfaces	Projector
34	34	60 min	7.2	Floating horizon algorithm Robert's algorithm	Projector
35	35	60 min	7.3	Z-buffer List priority algorithms	Black board
36	36	60 min	7.4	Revision of Chapter 7 & Quiz	Black board
37	37	60 min	8.1	Rendering: Illumination models	Black board
38	38	60 min	8.2	Shadows Shading Transparency	Black board
39	39	60 min	8.3	Revision of Chapter 9 & Quiz	Black board
40	40	60 min	9.1	Animation: Conversion	Black board
41	41	60 min	9.2	Computer Aided animation	Black board
42	42	60 min	9.3	Rules & Technology	
43	43	60 min	9.4	Revision of Chapter 7 & Quiz	PPT
44	44	60 min	10.2	Previous year question paper discussion	Black board
45	45	60 min	10.3	test	Black board


Signature of Faculty


Signature of HOD