

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

Name of the Subject : Computer Graphics

Subject Code : ME512OE

Year/Sem : III-I

Regulation : R16

<b>CO1</b>	Able to Define basics of Computer Graphics, display devices along with output primitives
<b>CO2</b>	Able to Outline various 2D, 3D geometric transformations and viewing.
<b>CO3</b>	Able to Compare and Contrast various object representation
<b>CO4</b>	Able to List various algorithms to detect hidden surfaces and rendering
<b>CO5</b>	Able to Create animation scenes

**Mapping Matrix of CO's and PO's:**

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P10	P11	P12	PSO1	PSO2
<b>CO1</b>	X													
<b>CO2</b>	X			X										
<b>CO3</b>	X	X	X											
<b>CO4</b>	X	X	X											
<b>CO5</b>	X	X	X		X									

Course  
Coordinator

Program  
Coordinator

HOD