** Computer Engineering Department**

**Vision:** "To contribute to society through excellence in scientific & knowledgeable based education of computer science professional".

**Mission:**

● To transform students into technically components, socially responsible & ethical computer science professionals.

● To promote a creative teaching-leaming process that will strive for academic excellence in the field of computer engineering.

● To enhance the technical expertise of students through workshop & industry-institute interaction.

**Subject Name:- COMPUTER GRAPHICS (313001).**

**Date :- 22/07/2024.**

**Assignment No :- 01**

**Course Outcome:**

CO1 - Manipulate Visual and Geometric information of Images.

CO2 - Develop programs in C applying standard graphics algorithms.

**Unit - I Basics of Computer Graphics**

1. Explain the ditterent types of coordinate System used in computer graphics and their applications.

2. Compare and contrast BMP & JPEG file formats regarding their compression methods, quality, and typical use cases.

3. Discuss the advantages and disadvantages of the GIF format, particularly regarding animation and color limitations.

4.Describe the differences between text mode and graphic mode in computer graphics, including examples of applications for each mode.

5. Explain how basic shapes are defined and manipulated in computer graphics. Include examples of shapes and their properties.

6. Discuss the significance of color models in computer graphics.

7. Compare the RGB and CMYK color models and their typical uses.

8. Describe the concept of image resolution and its impact on image quality and file size.

**Assign By: - Mr. Urvesh Ghude.**

**Last date of Submission:- 29/07/2024**