

CLO of Graphics

CLO No.	Course Learning Outcome (CLO)	Cognitive	Psychomotor	Affective
CL01	Explain the components and functions of graphics hardware and analyze their role in rendering and display systems.	✓		
CL02	Apply projection techniques (orthographic, perspective) and perform 2D/3D transformations to represent and manipulate objects.	✓	✓	
CL03	Implement fractal generation methods and line drawing algorithms (Bresenham, DDA) and compare their computational efficiency.	✓	✓	
CL04	Apply projective transformations and evaluate their impact on object representation and scene realism.	✓	✓	
CL05	Demonstrate hidden surface	✓	✓	

	removal techniques and clipping algorithms, and assess their effectiveness in rendering accuracy.			
CLO6	Implement shading and texture mapping techniques and analyze their influence on visual realism in 3D graphics.	✓	✓	