



# Computer Graphics

CSC 323

Lecture 1

## Introduction



**INSTRUCTOR**

**DR / AYMAN SOLIMAN**

## ➤ Contents

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# 1) Course Contents.

- Introduction to Computer Graphics
- History, applications, and graphics system software
- Output primitives: points, lines, circles, ellipses, character generation.
- Attributes of output primitives: color and intensity, area filling, character attributes.
- Two dimensional transformations: basic transformation, translation, and rotation.



# 1) Course Contents (cont.)

- Matrix representation and homogenous coordinates, composite transformation.
- Windowing and clipping.
- Segments.
- Interactive input devices.



## 2) Grading System & distribution.



**Total score (100%)**

**Sec.  
(10%)**

**Lec.  
(10%)**

**Reports &  
Tasks  
(10%)**

**Midterm exam  
(30%)**

**Final exam  
(40%)**

### 3) Course Information.

**Lecture:** Sunday (9:00-11:25 AM) – (11:25-13:50 PM)

#### **References:**

➤Lecture Notes.

#### **Instructor:**

**Dr. Ayman Soliman**  
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#### **TAs:**

**Eng.**

## 4) Course Policy.

- Be **on time** and cell phones should be silent or off during the lecture.
- Any forms of **cheating or plagiarism** will result in a **Zero grade** for the required task, report or exam (No discussion nor excuses).
- Students are expected to **respect** Instructors, TAs, and their colleagues.
- Your grades is based on **merit only** nothing else.



Thank  
you

