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15CSL68 - Computer Graphics Lab Manual BMSIT & M, Bengaluru -560064 | Author: Mr. Shankar R, Asst. Prof, CSE 3 INTRODUCTION Computer graphics are graphics created using computers and, more generally, the representation and manipulation of image data by a computer hardware and software. The development of computer graphics,

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LAB MANUAL Computer Graphics and Visualization ... [15CSL68] 15CSL68 Computer Graphics Laboratory SVCE Dept of CSE Page 2 TABLE OF CONTENTS Part A SL NO ... Program to create a simple primitive in OpenGL #include<GL/glut.h> void mydisplay() { glClear(GL_COLOR_BUFFER_BIT);

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Computer Graphics Lab. Lab Manual

LABORATORY MANUAL CONTENTS This manual is intended for the Second year students of Computer Science and Engineering in the subject of Computer Graphics. This manual typically contains practical/Lab Sessions related Programming. In C covering various aspects related the subject to enhanced understanding.

Laboratory Manual

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Computer Graphics In Opengl Lab Manual 15CSL68 - Computer Graphics Lab Manual BMSIT & M, Bengaluru -560064 | Author: Mr. Shankar R, Asst. Prof, CSE 2 SYLLABUS PART A Design, develop, and implement the following programs using OpenGL API 1. Implement Bresenham's line drawing algorithm for all types of slope. 2.

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