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1. **Aim:** Draw a polygon and change the shape of that polygon into another using any 3D animation software.

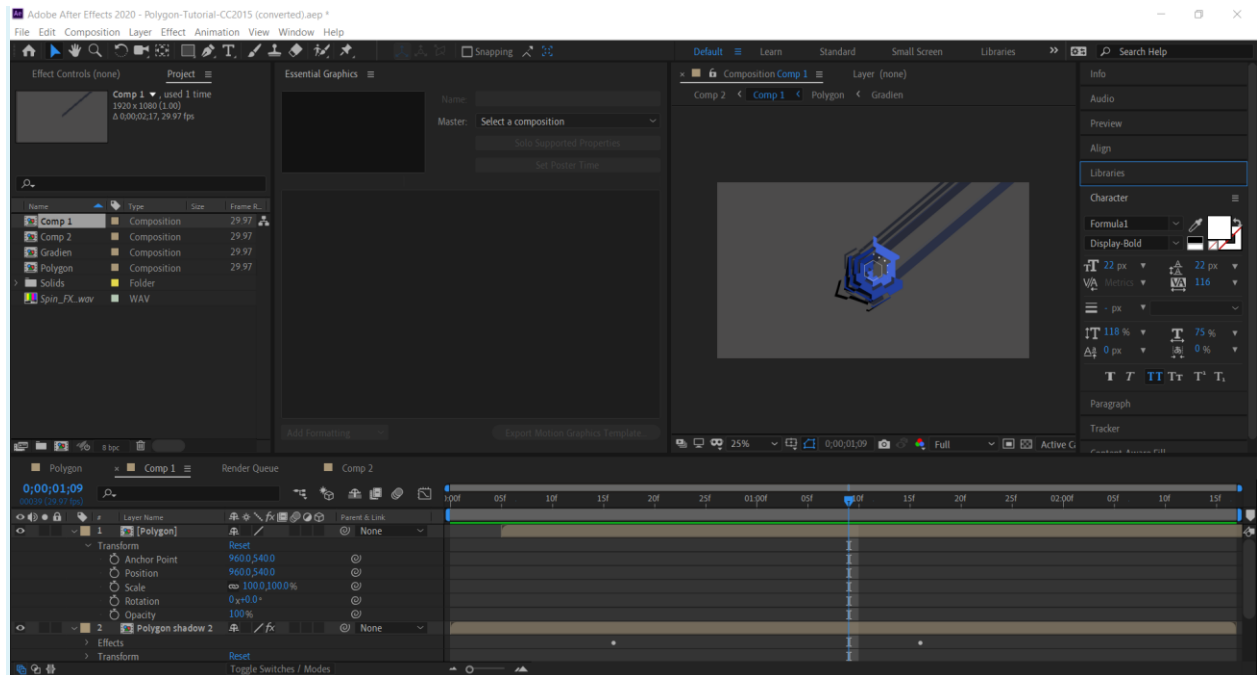
SOFTWARES USED: BLENDER AND AFTER EFFECTS

1st animation

Link:

https://drive.google.com/drive/folders/1SRU0lv4t_xAWLoyRUw5ZBX4mIh_5FCcG?usp=sharing

Progress:



Polygon x Comp 1 Render Queue Comp 2

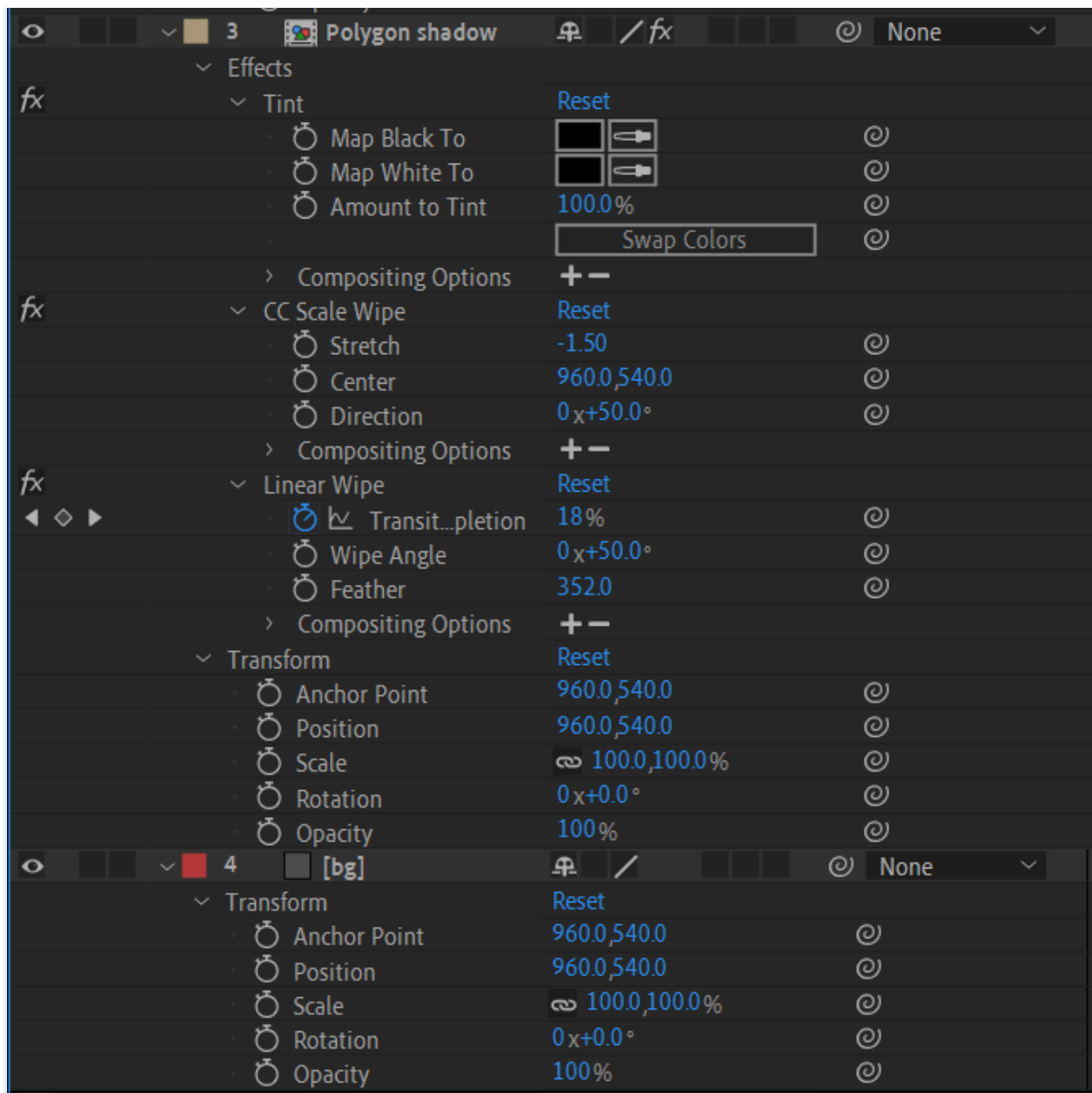
0;00;01;09
00039 (29.97 fps)

Layer Name

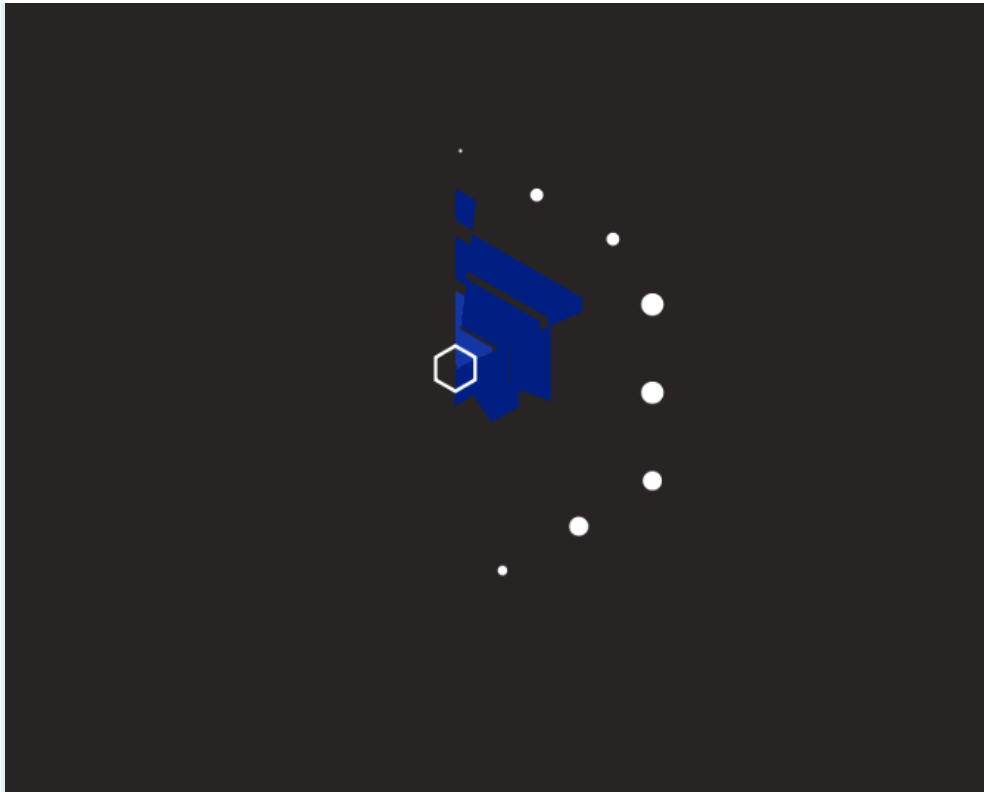
#	Layer Name	Parent & Link
1	[Polygon]	None
Transform		
	Anchor Point	960.0,540.0
	Position	960.0,540.0
	Scale	100.0,100.0%
	Rotation	0x+0.0°
	Opacity	100%

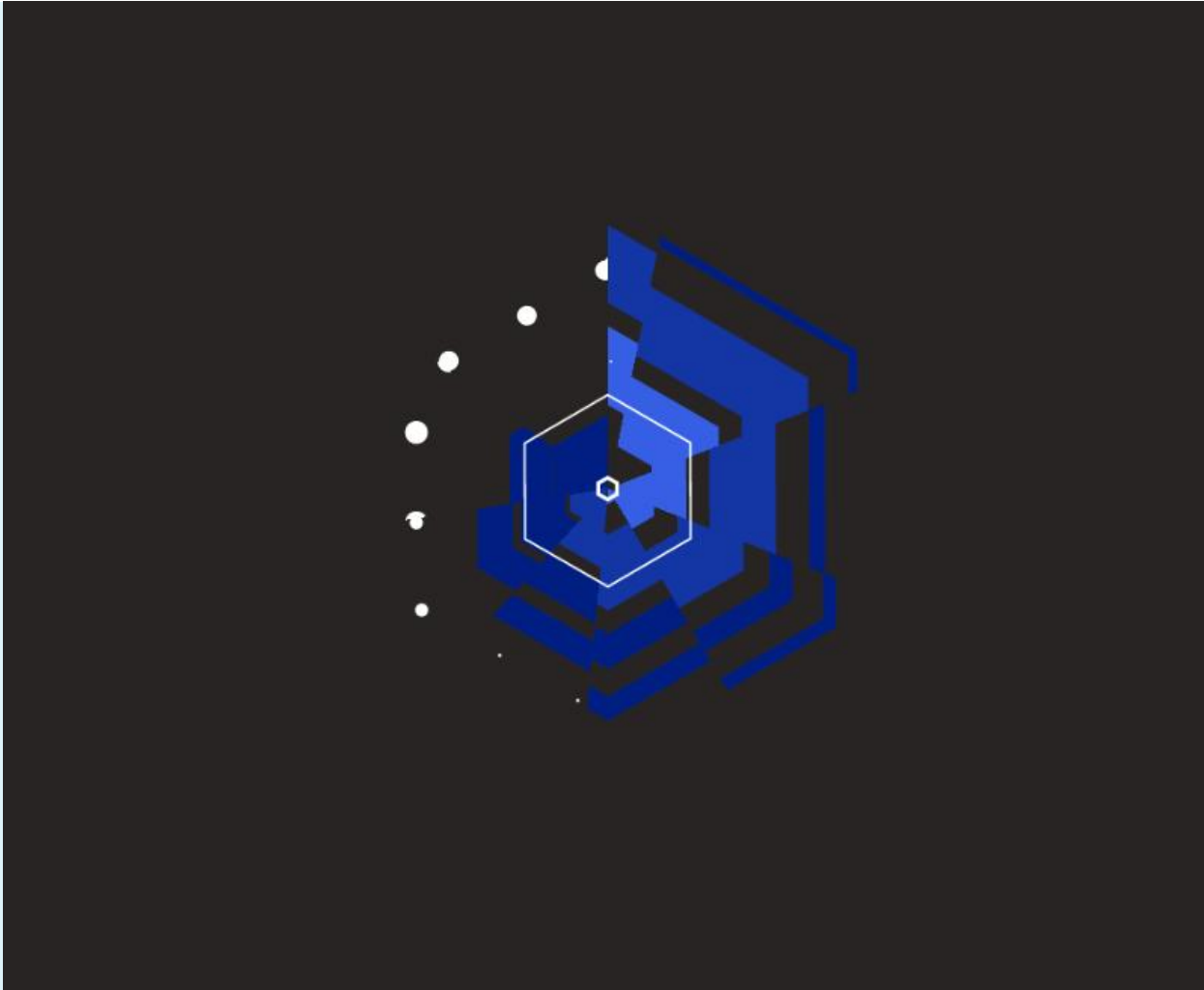
2 Polygon shadow 2

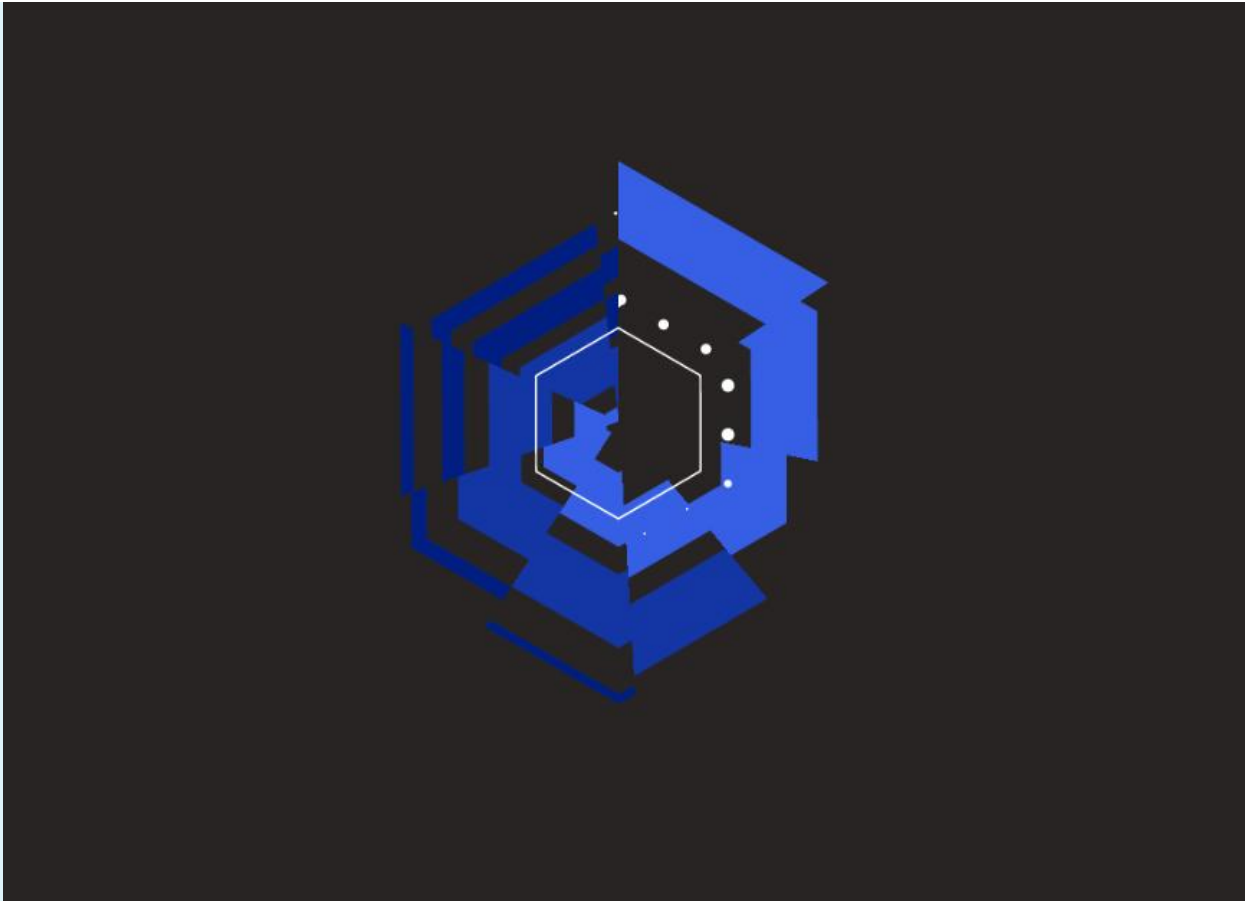
#	Layer Name	Parent & Link
Effects		
fx	Tint	Reset
fx	CC Scale Wipe	Reset
fx	Linear Wipe	Reset
Transform		
	Anchor Point	960.0,540.0
	Position	960.0,540.0
	Scale	100.0,100.0%
	Rotation	0x+0.0°
	Opacity	57%



OUTPUT:









2nd Animation(BLENDER)









2.Aim: Write a program to draw all the basic shapes using C.

Code:

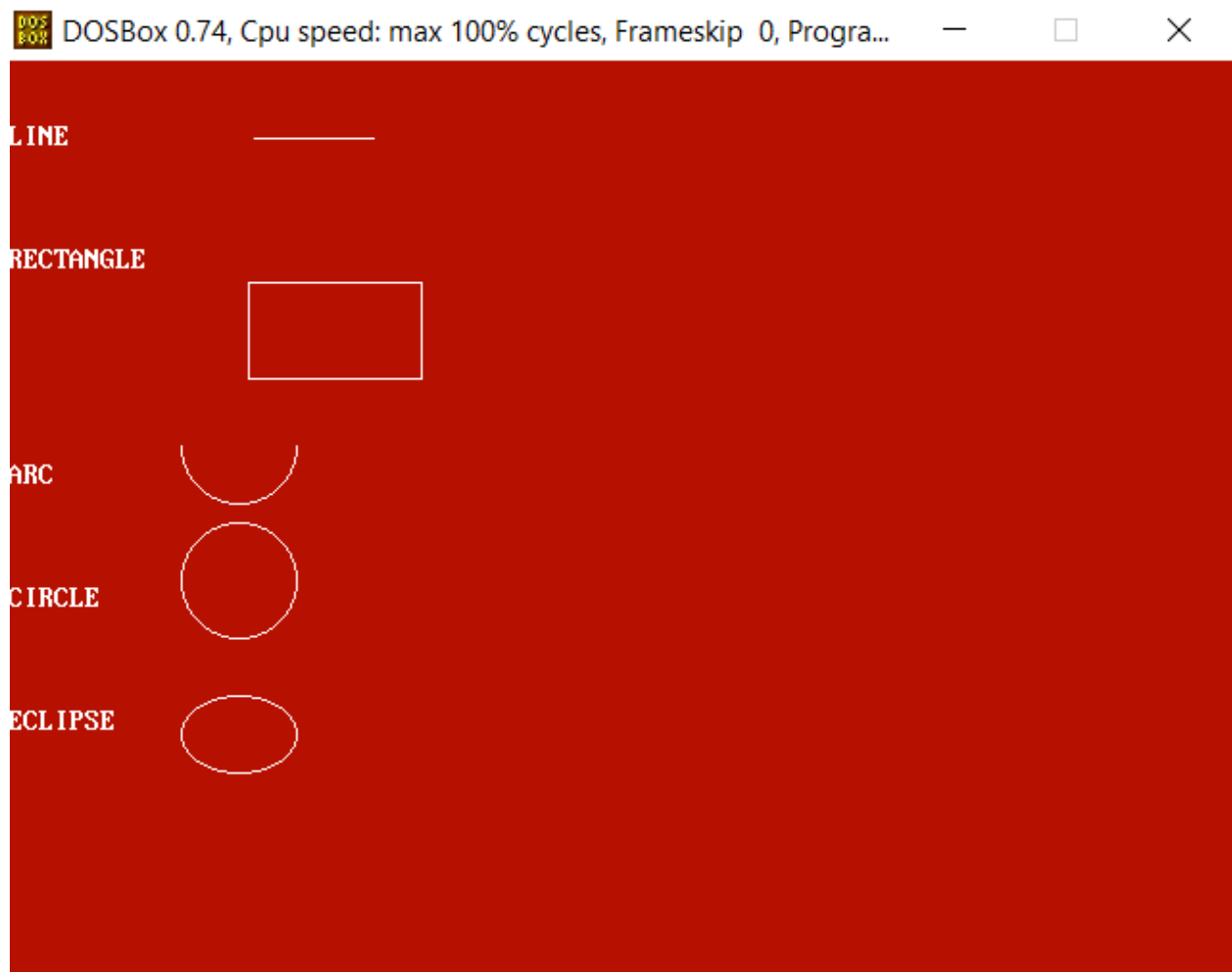
```
#include<graphics.h>
#include<conio.h>
void main()
{
    int gd=DETECT,gm;
    initgraph (&gd,&gm,"c:\\turbo3\\bgi");
    setbkcolor(RED);
    printf("\t\t\t\n\nLINE");
    line(50,40,190,40);
    printf("\t\t\t\n\n\nRECTANGLE");
    rectangle(125,115,215,165);
```

```

printf("\t\t\t\t\n\n\n\n\nARC");
arc(120,200,180,0,30);
printf("\t\n\n\n\nCIRCLE");
circle(120,270,30);
printf("\t\n\n\n\nECLIPSE");
ellipse(120,350,0,360,30,20);
getch();
}

```

OUTPUT:



RESULT:

Animation and Program has been completed.