VIT-AP UNIVERSITY

School: SCOPE

Subject: Computer Graphics (Lab)

Semester: WIN SEM 2022-23
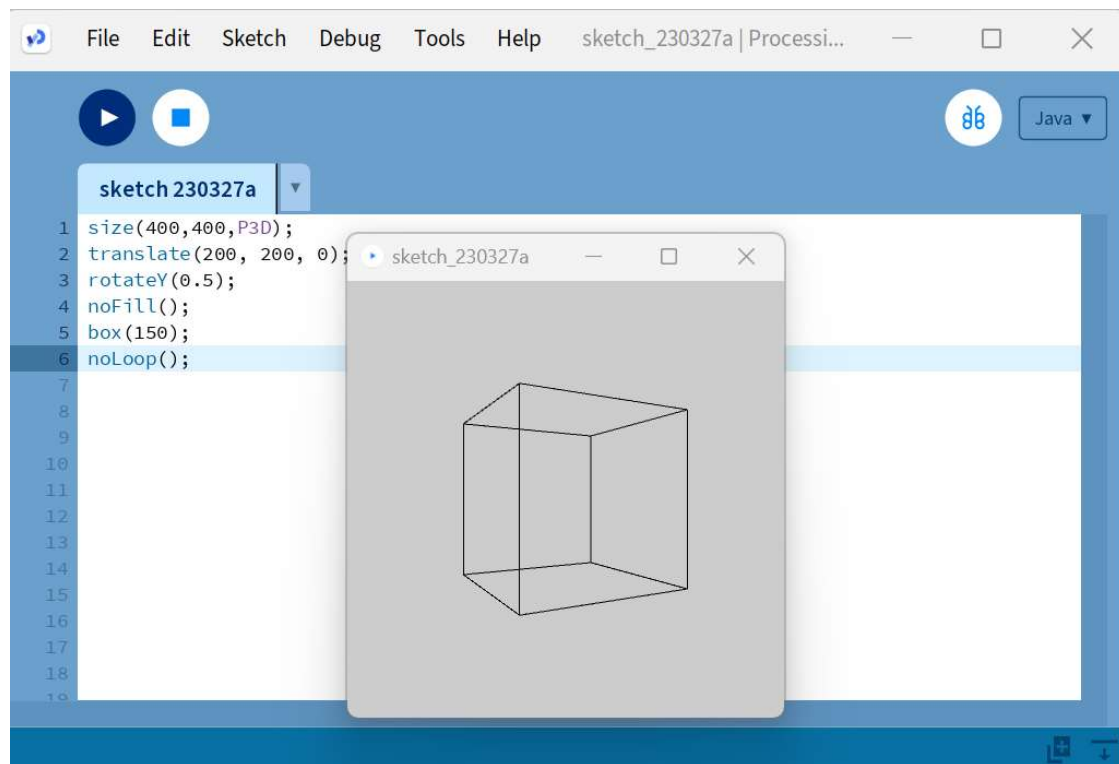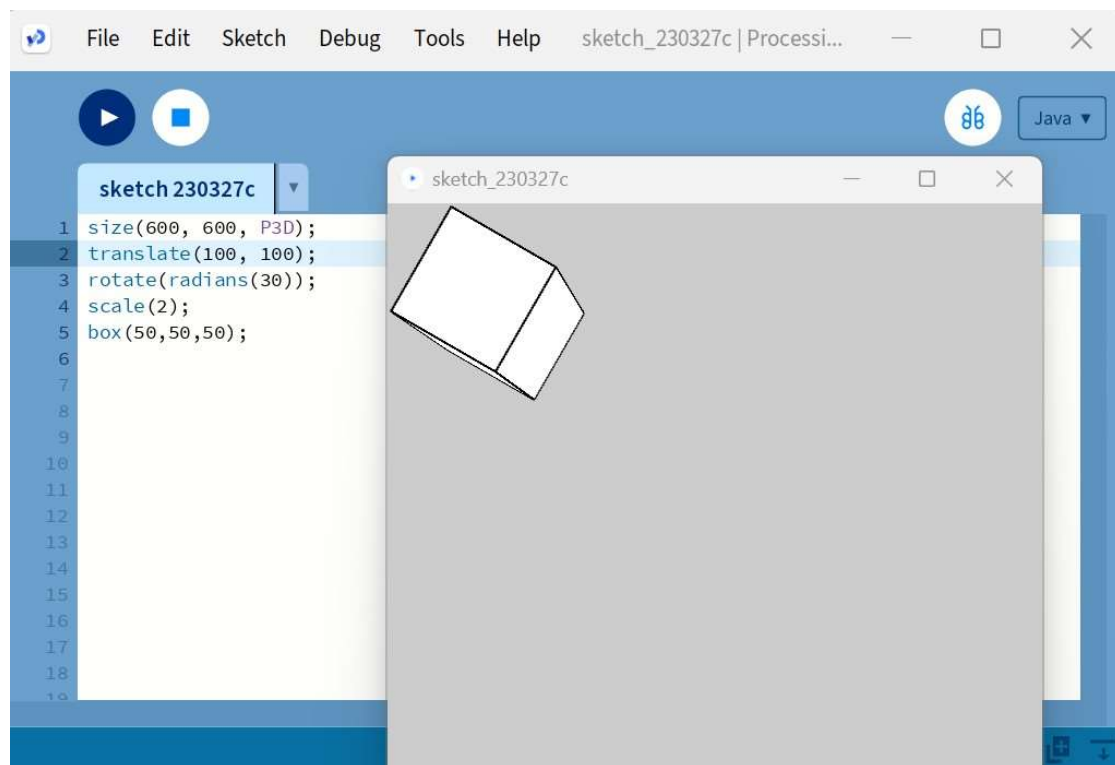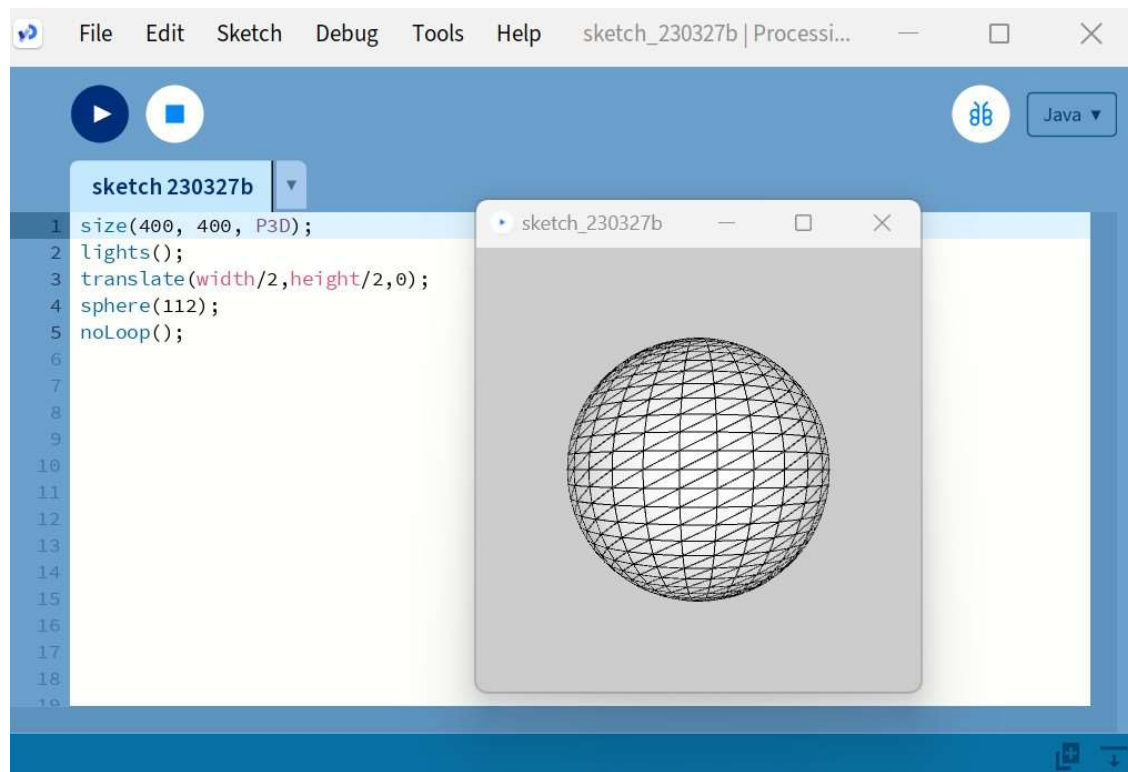
Subject Code: CSE2006

Assignment 7

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Registration No: 20BCE7236

1. Write programs to implement basic 3D primitives: box, cube, sphere etc.

Code:

sketch 230327b ▾

```
1  size(400, 400, P3D);
2  lights();
3  translate(width/2,height/2,0);
4  sphere(112);
5  noLoop();
```


Java ▾

sketch 230327c ▾

```
1  size(600, 600, P3D);
2  translate(100, 100);
3  rotate(radians(30));
4  scale(2);
5  box(50,50,50);
```
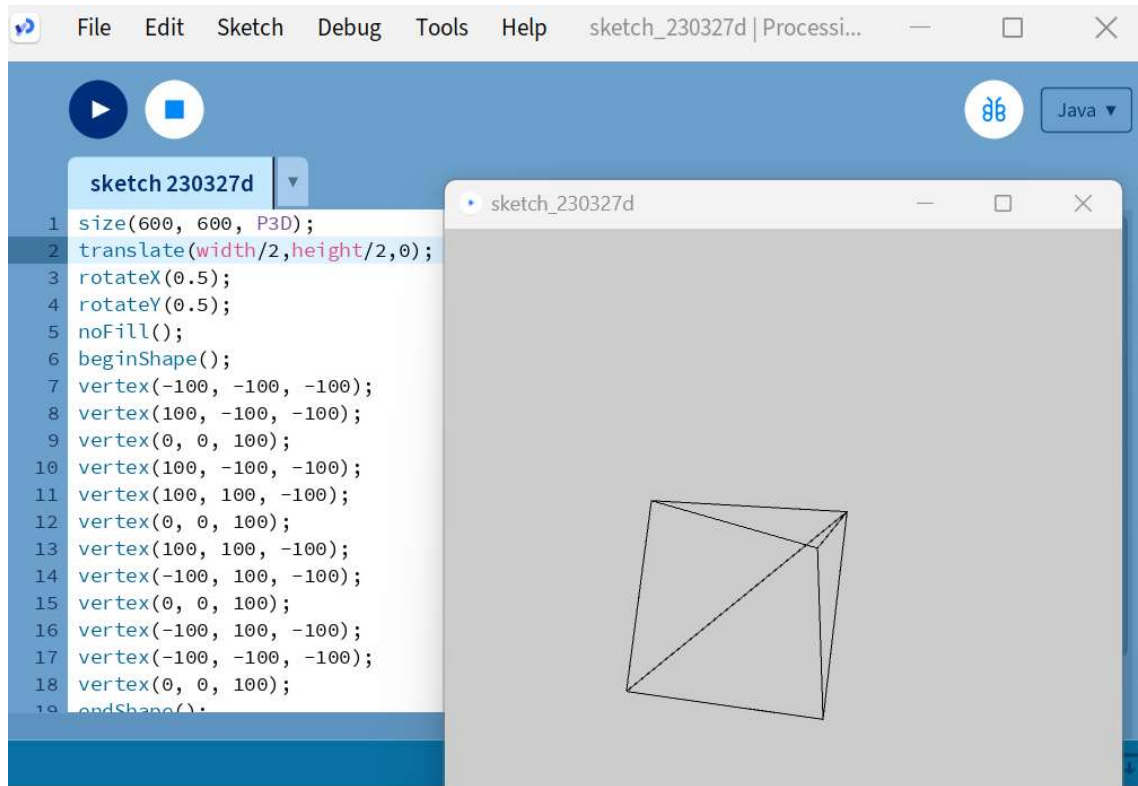

Java ▾

2. Write a program to implement a 3D pyramid using vertex.

Code:

Expected Output: