



COMPUTER ENGINEERING

CG ODD SEM 2021-22/EXPERIMENT 7

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Experiment-7

Aim: Implement program to perform Animation.

THEORY:

Generally, computer animation is a visual digital display technology that processes the moving images on screen. In simple words, it can be put or defined as the art of power of giving life, energy and emotions, etc to any nonliving or inanimate object via computers.

It can be presented in any form of video or movie. Computer animations have the ability to make any dead image alive. The key/main concept behind computer animation is to play the defined images at a faster rate to fool the viewer so that the viewer should interpret those images as a continuous motion of images.

Computer Animation is a sub-part or say small part of computer graphics and animation. Nowadays, animation can be seen in many areas around us. It is used in a lot of movies, films and games, education, e-commerce, computer art, training, etc. It is a big part of entertainment area as most of the sets and background is all built up through VFX and animation.

Applications of computer Animation

- Advertising and Marketing
- Cartoon
- Demonstration
- Education
- Architecture
- Game, film and Entertainment

Conclusion :

By performing this experiment we understood the concept of computer animation and learned how to implement it in the program.

Program:

```
#include<graphics.h>
#include<conio.h>
#include<stdlib.h>

void main() {
int gd = DETECT, gm, area, temp1, temp2, left = 25, top = 75;
void *p;
initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
setcolor(YELLOW);
circle(50, 100, 25);
setfillstyle(SOLID_FILL, YELLOW);
floodfill(50, 100, YELLOW);

setcolor(BLACK);
setfillstyle(SOLID_FILL, BLACK);
fil ellipse(44, 85, 2, 6);
fil ellipse(56, 85, 2, 6);

ellipse(50, 100, 205, 335, 20, 9);
ellipse(50, 100, 205, 335, 20, 10);
ellipse(50, 100, 205, 335, 20, 11);

area = imagesize(left, top, left + 50, top + 50);
p = malloc(area);

setcolor(WHITE);
settextstyle(SANS_SERIF_FONT, HORIZ_DIR, 2);
outtextxy(155, 451, "Smiling Face Animation");

setcolor(BLUE);
rectangle(0, 0, 639, 449);

while(!kbhit()) {
temp1 = 1 + random (588);
temp2 = 1 + random (380);

getimage(left, top, left + 50, top + 50, p);
putimage(left, top, p, XOR_PUT);
putimage(temp1, temp2, p, XOR_PUT); delay(100);
left = temp1; top = temp2;
}

getch();
closegraph();
}
```

Output:

