Practical List of Computer Graphics (FLASH)

Sr. No.	Title

1	Create Shape Animation to show
	   1. Motion Tween (Ball Moving)
	   2. Shape Tween (Square to Circle)
	   3. Character Tween (A to Z)

2	Create an Bouncing Ball Animation, where the shape of the ball should get changed when it touches the wall and then after it should get back to its original shape.
3	Create a Night View of Stars and Moon. Use Frame by Frame animation.
4	Create your Name animation using Masking effect.
5	Create an animation to show a Car moving on a specific path on Road. Use Guide layer.
6	Create an animation with multiple Layers showing a Bud blooming into a Flower a butterfly sitting on it.
7	Create an animation based on the theme of Dhuleti (Festival of Colors)
8	Create a Birthday Card Animation.
9	Create a Movie Clip for Wheel of a Car. Create a Car Animation based on it. Also try creating a Train Engine using the wheel movie clip.
10	 Create an animation showing the planets Earth and Moon revolving around in its own orbit around sun.
11	Create a Login Page to validate a users Login. Give appropriate message if login fails.(Use Action Script)
12	Design a simple calculator and provide functionality for +, -,*,/ and = operators.
13	Create a flash application which takes input from user and calculate net salary and display it. Accept Basic salary, DA, HRA, CLA, TA, MA, PF and PT from the user. For calculation of net salary use following formulae:

	Net Salary = Basic Salary + DA + HRA + CLA + TA + MA – PF – PT
14	Create two scenes: In one scene import any image related to computer. Provide button as: What is Computer. By clicking on it, display the definition of computer which is written on frame 1 of scene 2.
15	Create an Animation showing the Sunset or Sunrise, and accordingly the background colour should change.
16	Take the text input from user. Create three buttons as: Display, Clear & Exit. On clicking 'Display' button: it displays the enter message in another text box. On clicking on 'Clear" button: it clears the content of entered text value. On clicking on 'Exit' button: it terminates the application.
17	Create a Digital clock animation.
18	Create two scenes. In scene 1: Take two input values a & b. Provide four buttons for +,-,* and / operators. By clicking on any one operator, display the appropriate answer in a text box which is on scene 2. Also provide the button to come back on scene 1.
19	Create the EXE and run in full screen mode. Create the movie with the scenes as below: scene1: "WELCOME" AND CREATED BY: "YOUR NAME" gives the effects of your choice and a button to go to index. Scene2: index with the title scene1 and scene3. Clicking on a particular scene should run only that scene and there should be button to go back to the index in each scene.
20	Create two animated buttons if you click first button then animation should jump to 12th frame of second scene & If you press second button then animation should jump to 8th frame of third scene.
21	Create an application which follows a hierarchy as below: Scene 1: Accepts User Name and Password. If they are correct then, traverse them to next scene/file. Scene 2: It has 2 options (Hill Station, Beach). As the option is selected, we traverse them to the next scene. Scene 3: According to the selected option, there should be a link for explanation. When clicked on it, the explanation for the same should be displayed. Each and every scene should contain back, home and Quit buttons.
	Mat Lab
1	Write a program for image enhancement
2	Write a program for image compression

3	Write a program for color image processing
4	Write a program for image segmentation
5	Write a program for image morphology