

WD Assignment

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Class- CSE AI_B

Roll No. – 2025R00311C01264

Objective - Create a single HTML file named **art_gallery.html** that showcases **at least 5 artworks** of your choice. The artwork can be paintings, digital art, photographs, or DIY creations. Use **only HTML**—no CSS or JavaScript.

SOURCE CODE-

```
<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <meta name="viewport" content="width=device-width, initial-scale=1.0">

  <title>ART GALLERY</title>

</head>

<body style="text-align: center; background-color: #f0f0f0; padding: 15px;">

<!--Starting with a colourfull heading by using style -->

<h1 style="color: #ff6969; background-color: bisque;">!!Creativity At It's Peak!!</h1>

<!--here we are discussing about -->

<h2 style="color: #333333;"><u>Digital Art Forms!</u></h2>

<!--paragraph with style-->
```

<!--text-align: left; is used to align the text to left-->

<p style="text-align: left;">Digital art encompasses a massive range of artistic expression using technology. It includes Digital Painting and Illustration, which use

styluses and software to emulate traditional mediums on a 2D canvas. More technical forms involve Vector Art, which uses mathematical paths for infinite scalability, and Pixel Art, which focuses on a fixed, low-resolution Grid aesthetic.

The field expands into the third dimension with 3D Modeling and Sculpting for creating virtual objects and environments for games and film. Newer, dynamic forms include Generative Art (created by algorithms),

Virtual Reality (VR) Art, and Photo Manipulation, where existing images are radically altered. Digital art's versatility allows for easy sharing, editing, and integration across various media.</p>

<hr>

<!--ordered list with images and links-->

<!--here we are using ol tag for ordered list-->

<h2 ><u>Different Types of Digital Art</u></h2>

<ol style=text-align:left;>

<!--li is used for list item-->

<!--strong is used to make the text bold-->

Vector Art

<p>Vector art utilizes mathematical equations to define lines, curves, and shapes, making it fundamentally different from pixel-based art.

This mathematical basis grants it infinite scalability without any loss of quality or resolution. Because of its crisp, clean edges, vector art is the ideal format for high-quality,

adaptable graphics such as corporate logos, icons, and typography that must appear perfectly sharp across all sizes, from a small business card to a massive billboard.</p>

<a href="https://www.recraft.ai/ai-vector-generator"

target="_blank">Create Vector Art Here

<hr>

<!--br is used for line break-->

Pixel Art

<p>Pixel art is a distinct form of digital art where images are created and edited at the individual pixel level. Born from the hardware limitations of 8-bit and 16-bit video game consoles, it is characterized by its meticulous, blocky aesthetic and often relies on a limited color palette.

Every pixel is deliberately placed, much like a digital mosaic, to evoke nostalgia and achieve visually clear designs for character sprites, icons, and retro-style games.

It celebrates artistic precision within self-imposed constraints.</p>

Create Pixel art here

<hr>

3D Modeling

<p>3D modeling is the process of creating a three-dimensional digital representation of any object or surface. It utilizes specialized software to construct a mesh of vertices, edges, and polygons that defines the object's geometry, volume, and shape.

Key techniques include polygonal modeling for detailed surfaces and digital sculpting for organic forms. 3D models are essential across industries for VFX, animation, 3D printing, architecture visualization, and video game development.</p>

Here U can do 3D Modelling

<hr>

Digital Painting

<p>Digital painting simulates traditional art mediums like oil or watercolor using digital tools. Artists utilize a graphics tablet and stylus to paint on a computer screen, replicating brushstrokes and texture with specialized software. This method provides immense flexibility,

offering unlimited colors, layers, and an "undo" function, making it an efficient and expressive medium for illustration, concept art, and high-quality visual development.

</p>

Here you can Do digital Painting

<hr>

Photo Manipulation

<p>Photo manipulation is the process of radically altering a photographic source image using digital software like Photoshop. It goes beyond simple editing to composite, remove, or add elements, fundamentally changing the scene's reality. Techniques include blending multiple photos (compositing), detailed retouching,

and applying filters to create surreal or hyper-realistic visuals for advertising, concept art, and fine art photography.</p>

Here you can do Photo Manipulation

<hr>

<!--table with style-->

<!--table is discribing all five arts in one word -->

<table border="2" style="margin: 0 auto; background-color: #ff6969; border-collapse: collapse;">

<caption>

Distinguishing Features of Different Digital Art Forms

</caption>

<tr>

<th>Vector Art</th>

<th>Pixel Art</th>

<th>3D Modelling</th>

<th>Digital Painting</th>

<th>Photo Manipulation</th>

</tr>

<!--tr is used for table row-->

<td>Mathematical</td>

<td>Grid</td>

<td>Depth</td>

<td>Creation</td>

<td>Source</td>

THANK YOU

</html>

OUTPUT-

<p>1. Game Art</p> <p>Game art refers to the visual elements of a video game, including the characters, environments, and user interface. It is a multidisciplinary field that combines art, design, and technology. Game art is used to create a visually appealing and immersive experience for the player.</p> <p>2. Digital Painting</p> <p>Digital painting is a technique used to create digital artwork using software tools. It is a versatile medium that can be used to create a wide range of styles, from realistic to abstract. Digital painting is often used in the game industry to create concept art and textures.</p> <p>3. 3D Modeling</p> <p>3D modeling is the process of creating a three-dimensional representation of an object or scene. It is a key component of game art, as it allows artists to create complex, interactive environments. 3D modeling is often used to create characters, props, and entire levels.</p> <p>4. Digital Sculpting</p> <p>Digital sculpting is a technique used to create digital sculptures using software tools. It is a highly detailed and realistic medium that can be used to create a wide range of styles, from realistic to stylized. Digital sculpting is often used to create characters and props.</p> <p>5. Digital Texturing</p> <p>Digital texturing is the process of applying textures to 3D models. It is a key component of game art, as it allows artists to create a wide range of styles, from realistic to stylized. Digital texturing is often used to create characters, props, and environments.</p> <p>6. Game Animation</p> <p>Game animation is the process of creating motion for 3D models. It is a key component of game art, as it allows artists to create a wide range of styles, from realistic to stylized. Game animation is often used to create characters, props, and environments.</p> <p>7. Game Sound Design</p> <p>Game sound design is the process of creating sound for a video game. It is a key component of game art, as it allows artists to create a wide range of styles, from realistic to stylized. Game sound design is often used to create characters, props, and environments.</p>	<p>8. Digital Illustration</p> <p>Digital illustration is a technique used to create digital artwork using software tools. It is a versatile medium that can be used to create a wide range of styles, from realistic to abstract. Digital illustration is often used in the game industry to create concept art and textures.</p> <p>9. Digital Sculpting</p> <p>Digital sculpting is a technique used to create digital sculptures using software tools. It is a highly detailed and realistic medium that can be used to create a wide range of styles, from realistic to stylized. Digital sculpting is often used to create characters and props.</p> <p>10. Digital Texturing</p> <p>Digital texturing is the process of applying textures to 3D models. It is a key component of game art, as it allows artists to create a wide range of styles, from realistic to stylized. Digital texturing is often used to create characters, props, and environments.</p> <p>11. Game Animation</p> <p>Game animation is the process of creating motion for 3D models. It is a key component of game art, as it allows artists to create a wide range of styles, from realistic to stylized. Game animation is often used to create characters, props, and environments.</p> <p>12. Game Sound Design</p> <p>Game sound design is the process of creating sound for a video game. It is a key component of game art, as it allows artists to create a wide range of styles, from realistic to stylized. Game sound design is often used to create characters, props, and environments.</p>
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