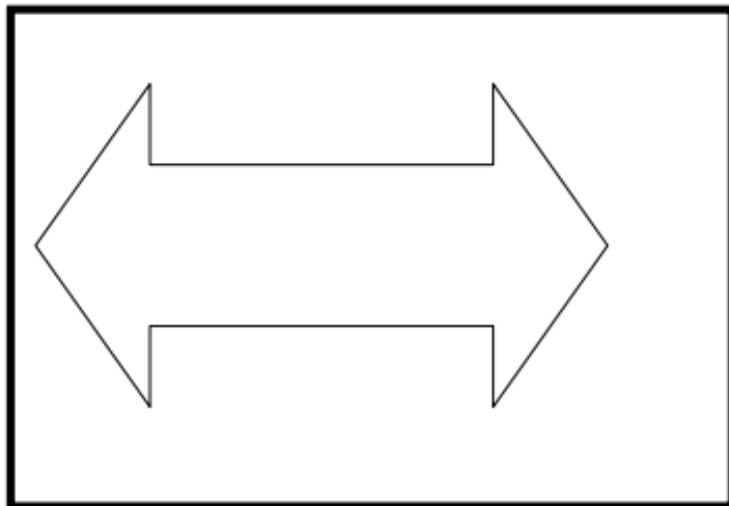# SSN COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

UCS1712 – GRAPHICS AND MULTIMEDIA LAB

EX NO: 6b – Window to view port mapping

1. Create an object and window as given below. Create a view port of size smaller than the window. Apply Window to viewport transformation of the object.

Original Object:

After Transformations