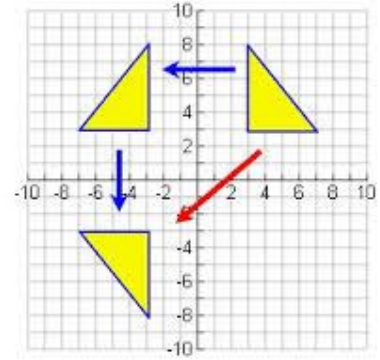


Computer Graphics Assignment 2 (Max 3 Students per Group)

A. Transformation

- Using Bresenham Line Algorithm, draw a polygon of any shapes (Max side 9).
- Using matrices, apply the following 2D transformation on the shapes :
 - i) Translation
 - ii) Normal Rotation
 - iii) Rotation about a Fixed Point
 - iv) Normal Scaling
 - v) Scaling about a Fixed Point
 - vi) Shear
 - vii) Reflections



Bonus: Try implementing an animated Transformation, i.e, animating the transformation from shape A to T(A).

B. Filling Algorithms

- Using Bresenham Line Algorithm, draw a polygon of any shapes (Max side 9).
- Implement the following filling algorithms on the shape.
 - i) flood fill algorithm
 - ii) boundary fill approach- 8-connected
 - iii) scan line algorithm

C. Enter/Modify your group details in case of changes at the following link:

Group A -

<https://docs.google.com/spreadsheets/d/1ZWP8nxdjPe8S7HsqxZSCxIopwZ1U1b8bLhu2YVXvM1I/edit?usp=sharing>

Group B –

<https://docs.google.com/spreadsheets/d/1pNFmCyVDx-5u8XTMiHAOZ8BxvWfp7V7coEb58oB-dmA/edit?usp=sharing>