**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

**BELGAVI, KARNATAKA -590 018**

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**Computer Graphics Laboratory with Mini-Project [18CSL67]**

**Mini-Project Synopsis Submission**

**on**

**“ILLUSTRATION OF SEASONS USING LEAVES”**

**By**

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| Team Code: **CGP2022-C13** | |
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**: Under the Guidance of :**

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| **Accredited By:** | National Board of Accreditation - Wikipedia |

**2021-22**

**1.Aim of the Project**

The aim of this project is to demonstrate the change in color of the leaves in different seasons and also to develop a 2D Display which supports operations such as Movement, Color change, and also transformation operations like translation, rotation, scaling etc. on objects.

**2.Introduction to the Project**

Nature truly displays its color palette throughout the 4 seasons (spring, summer, winter and fall). Three factors influence leaf color-leaf pigments, length of night, and weather, but not quite in the way we think. The timing of color change and leaf fall are primarily regulated by the calendar, that is, the increasing length of night. As days grow shorter, and biochemical processes in the leaf begin to paint the landscape with Nature's palette.

**3.Project Output Rough Design**

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**4.Applicable Project Design Parameters**

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| **Description** | **Yes/No** |
| 2D Design | Yes |
| 3D Design | No |
| Transformation using Translation | Yes |
| Transformation using Rotation | Yes |
| Transformation using Scaling | Yes |
| User Interaction (through Mouse) | Yes |
| User Interaction (through Keyboard) | No |
| User Interaction (through Menu) | Yes |
| Light & Shading Effect | No |
| Shadow Effect | No |
| Curve Lines or Curve Surfaces | Yes |