

A.P. SHAH INSTITUTE OF TECHNOLOGY

Department of Computer Science and Engineering
Data Science

ANIMATED RAINBOW

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> Project Guide Ms. Poonam Pangarkar

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1. Introduction

• A rainbow is basically a beautiful arc in the sky.

• This project Animated Rainbow aims at studying the various graphical elements, objects and creating a base plan for the project.

• This project Animated Rainbow describes how to apply Computer Engineering related techniques/tools with an understanding of the limitations.

2. Objectives

- 1. To manipulate visual and geometric information of images.
- 2. To implement standard algorithms to draw various graphic objects using C program.
- 3. To use projections to visualize objects on view plane.
- 4. To implement various clipping algorithms.

3. Built in functions used

1. setcolor(): The header file graphics.h contains setcolor() function which is used to set the current drawing color to the new color.

Syntax: void setcolor(int color);

2. delay(): delay function is used to suspend execution of a program for a particular time.

Syntax: void delay(unsigned int);

3. arc(): The header file graphics,h contains arc() function which draws an arc with the center at (x,y) and given radius.

Syntax: void arc(int x, int y, int start_angle, int end_angle, int radius);

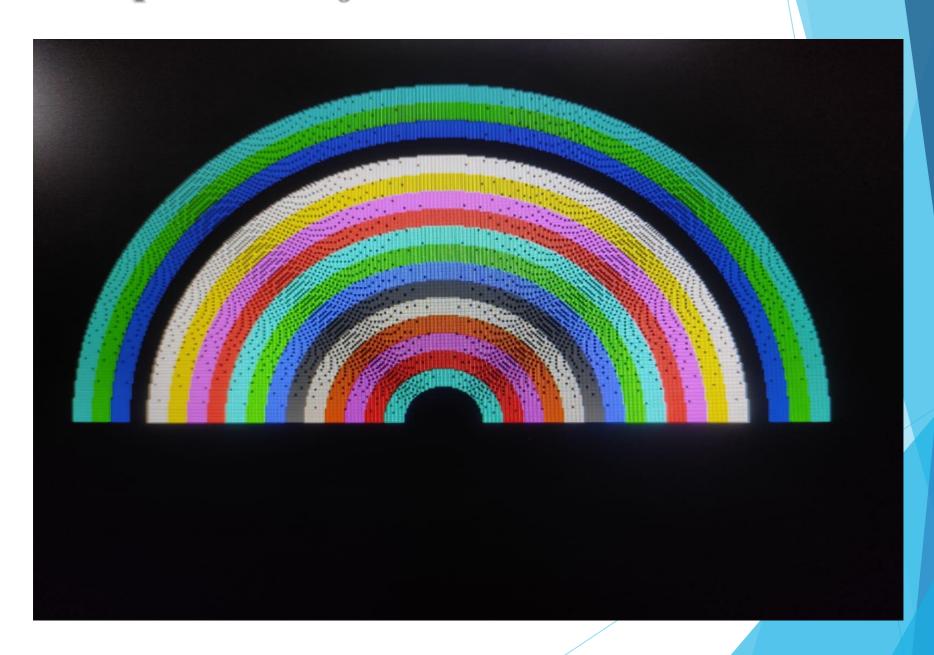
4. initgraph: This function is used in initializing graphics mode.

Syntax: initgraph(&driver,&mode,"path");

4. Feature

- 1. Understanding the implementation of standard algorithms to draw various graphic objects using C programing.
- 2. This project is used in animated videos for the purpose of entertainment, marketing, education and scientific visualization.
- 3. It can be used in animated movies, animated videos.
- 4. It has vast use in cartoon shows for kid's entertainment.

5. Output of Project



Thank You...!!