

2D 3D Graphics Design

Semester: V

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Part A

1. Write a Python program to initialize Pygame and create a window.
2. Write a Python program to set and change the window size and title in Pygame.
3. Write a Python program to change the screen background color in Pygame.
4. Write a Python program to handle keyboard and mouse events in Pygame.
5. Write a Python program to draw basic shapes (lines, rectangles, circles) in Pygame.
6. Write a Python program to load and display an image using Pygame.
7. Write a Python program to load and customize the cursor in Pygame.
8. Write a Python program to move an image using numeric keypads and the mouse in Pygame.

Part B

1. Write a Python program to use text as buttons with event handling and display image in the same window after clicking the button in Pygame.
2. Write a Python program to transform and rotate images in Pygame.
3. Write a Python program to load an image on a surface and perform transformations in Pygame.
4. Write a Python program to integrate PyOpenGL for 3D rendering and transformations in Pygame.
5. Write a Python program to develop pong game in Pygame.
6. Write a Python program to develop flappy game in Pygame.
7. Write a Python program to develop tic tac toe game in Pygame.
8. Write a Python program to develop a snake game in Pygame.