**Experiment No. 10**

**Aim:** To develop programs for making animations such as

**Objective:**
Draw an object and apply various transformation techniques to this object. Translation, scaling and rotation is applied to object to perform animation.

**Theory:**

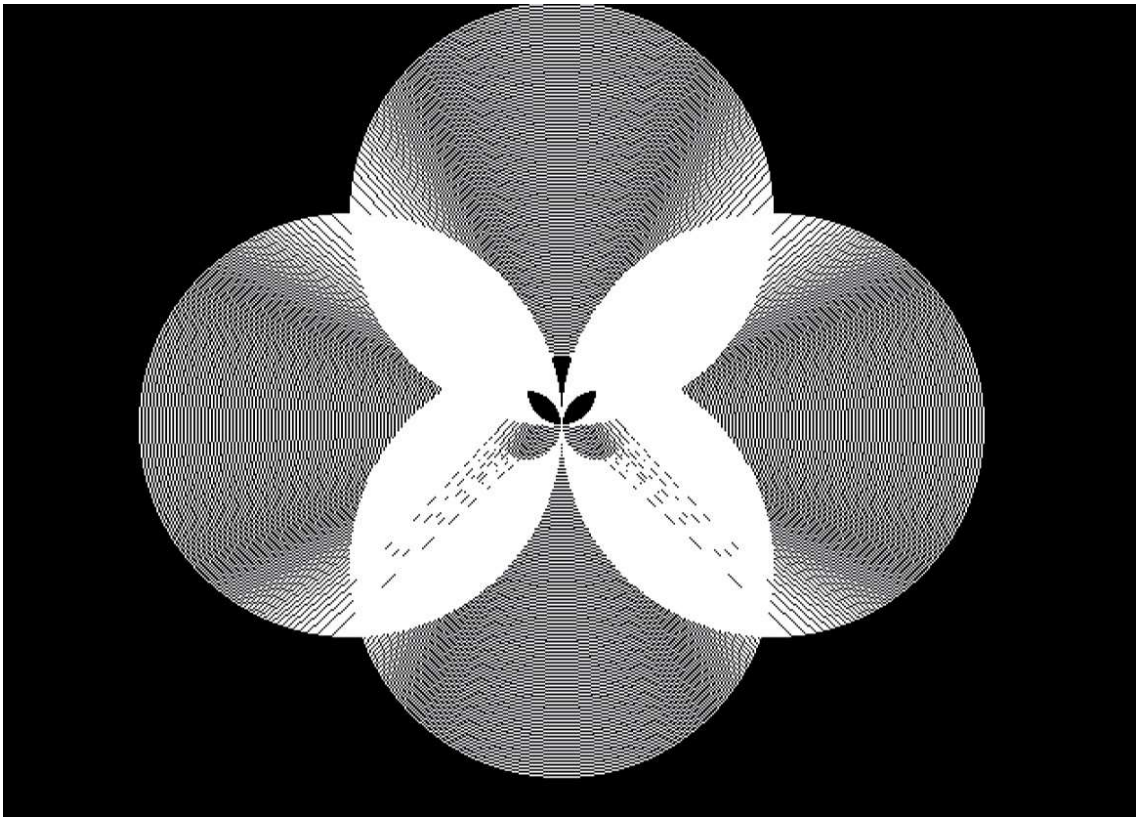
- For moving any object, we incrementally calculate the object coordinates and redraw the picture to give a feel of animation by using for loop.
- Suppose if we want to move a circle from left to right means, we have to shift the position of circle along x-direction continuously in regular intervals.
- The below programs illustrate the movement of objects by using for loop and also using transformations like rotation, translation etc.
- For windmill rotation, we use 2D rotation concept and formulas.

**Program:**

```
#include <stdio.h>

#include <conio.h>

#include <graphics.h>

#include <dos.h>

void main()

{

clrscr

{

int gd=DETECT,gm,i;

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

for(i=0;i<=100;i++)

{

circle(319,219-i,20+i);
```

```
circle(319,219+i,20+i);
circle(299-i,239,20+i);
circle(339+i,239,20+i);
delay(100);
}
getch();
}
}
```

**Output:**



**Conclusion -** Comment on :

1. Importance of story building
2. Defining the basic character of story

**3.** Apply techniques to these characters