



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:

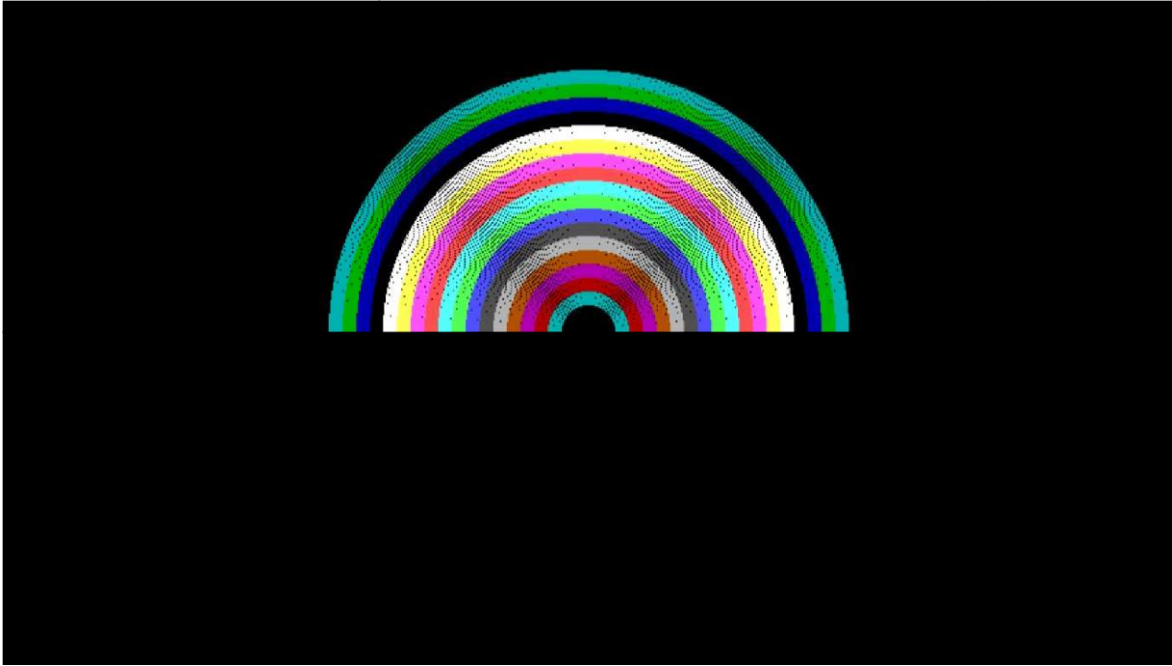
```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<dos.h>
void main()
{
    int gdriver = DETECT,gmode;
    int x,y,i;
    initgraph(&gdriver,&gmode,"C:\\\\Turbo3\\BGI");
    x=getmaxx()/2; y=getmaxy()/2;
    for(i=30;i<200;i++)
    {
        delay(100); setcolor(i/10);
        arc(x,y,0,180,i-10);
    }
    getch();
}
```



Vidyavardhini's College of Engineering & Technology

Department of Artificial Intelligence and Data Science

Output:



Conclusion - Comment on :

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