# Laboratory work #2 | 2D animation basics

### Objectives

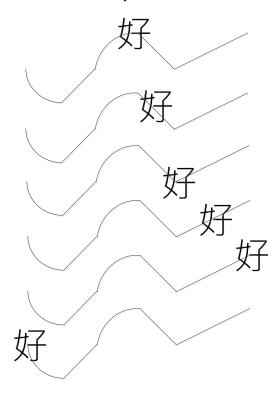
As a result of this laboratory work you will know how 2D coordinate system used to draw simple images, and how to compose an image based on trivial drawing operations.

#### Instructions

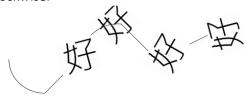
1. Modify your program from Lab #1 so that each kanjis displayed down below the previous one, like this:



2. Animate each kanji so that it moves from the left to the right following the line defined by the piecewise-defined function. Use different line for each kanji. Line itself shouldn't be displayed.



3. Choose two of moving kanji. Change the animation for them to rotate in a different directions. One rotating clockwise and another rotating counter-clockwise.



The final solution should look like a column of kanji, each moving according to its own trajectory. Any two of them rotating at the same time.

#### **Variants**

Select a number piecewise-defined functions according to the variants table. Each variant contains a few numbers. Each number corresponds to piecewise-defined function giving a shape of line for the next of your kanji.

For example, variant "1,7,5" means: use function number 1 to get the line guiding the first kanji, use function number 7 to get the line guiding the second kanji, use function number 5 to get the line guiding the third kanji.

## Branching: Piecewise-defined function – Variants

