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

1. Circle moving from top to down and vice versa

**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>

void main()

{

int gd=DETECT,gm,i,x=0;

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

for(i=0;i<300;i++)

{

line(0,300,600,310);

circle(i,i,10);

delay(8);

cleardevice();

}

for(i=300;i>=0;i++)

{

line(0,310,600,310);

x++;

circle(300+x,i,10);

delay(7);

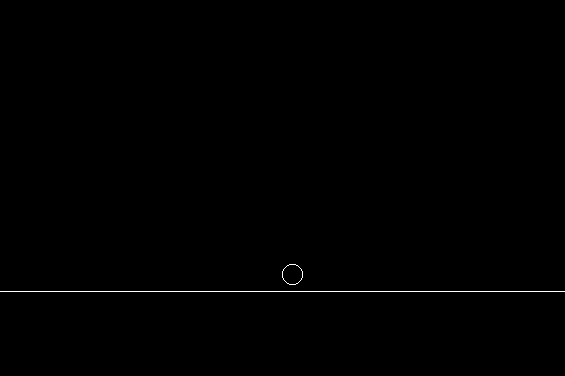
cleardevice();

}

getch();

}

**Output:**



**Conclusion -** Comment on :

1. Importance of story building:story building is like creating a roadmap for telling exciting visual stories. It helps design characters, decide how they move, and make cool effects for movies, games, and animations. It's like building a fun adventure that people can see
2. Defining the basic character of story :the basic character of a story is like the main actor in a movie. It's a digital creation that moves, talks, and interacts. The character is designed to fit the story and engages the audience in the computer-generated world.
3. Apply techniques to these characters:characters come to life using techniques like modeling (making their shapes), texturing (painting their looks), rigging (giving them a skeleton to move), and animation (making them move and talk). These techniques make the characters look real and do exciting things on screen.