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**SE IT**

**Roll No.47**

**CG Lab**

**Assignment 8: Animation**

**#include <GL/freeglut.h>**

**#include <math.h>**

**int x, y;**

**float i, j;**

**void myInit (void)**

**{**

**glClearColor(0.0, 0.0, 0.0, 1.0);**

**glColor3f (0.0, 1.0, 0.0);**

**glPointSize(1.0);**

**glMatrixMode (GL\_PROJECTION);**

**glLoadIdentity();**

**gluOrtho2D(-780, 780, -420, 420);**

**}**

**void display (void)**

**{**

**for (j = 0; j < 10000; j += 0.002)**

**{**

**glClear (GL\_COLOR\_BUFFER\_BIT);**

**glBegin (GL\_POINTS);**

**for (i = 0; i < 6.29;i+= 0.001)**

**{**

**x = 200 \* cos(i);**

**y = 200 \* sin(i);**

**glVertex2i(x, y);**

**glVertex2i(x / 2 - 600 \* cos(j), y / 2 - 100 \* sin(j));**

**}**

**for (i = 0; i < 6.29; i += 0.001)**

**{**

**x = 600 \* cos(i);**

**y = 100\* sin(i);**

**glVertex2i(x, y);**

**}**

**glEnd();**

**glFlush();**

**}**

**}**

**int main (int argc, char\*\* argv)**

**{**

**glutInit(&argc, argv);**

**glutInitDisplayMode (GLUT\_SINGLE | GLUT\_RGB);**

**glutInitWindowSize (1360, 768);**

**glutInitWindowPosition (0, 0);**

**glutCreateWindow("Revolution");**

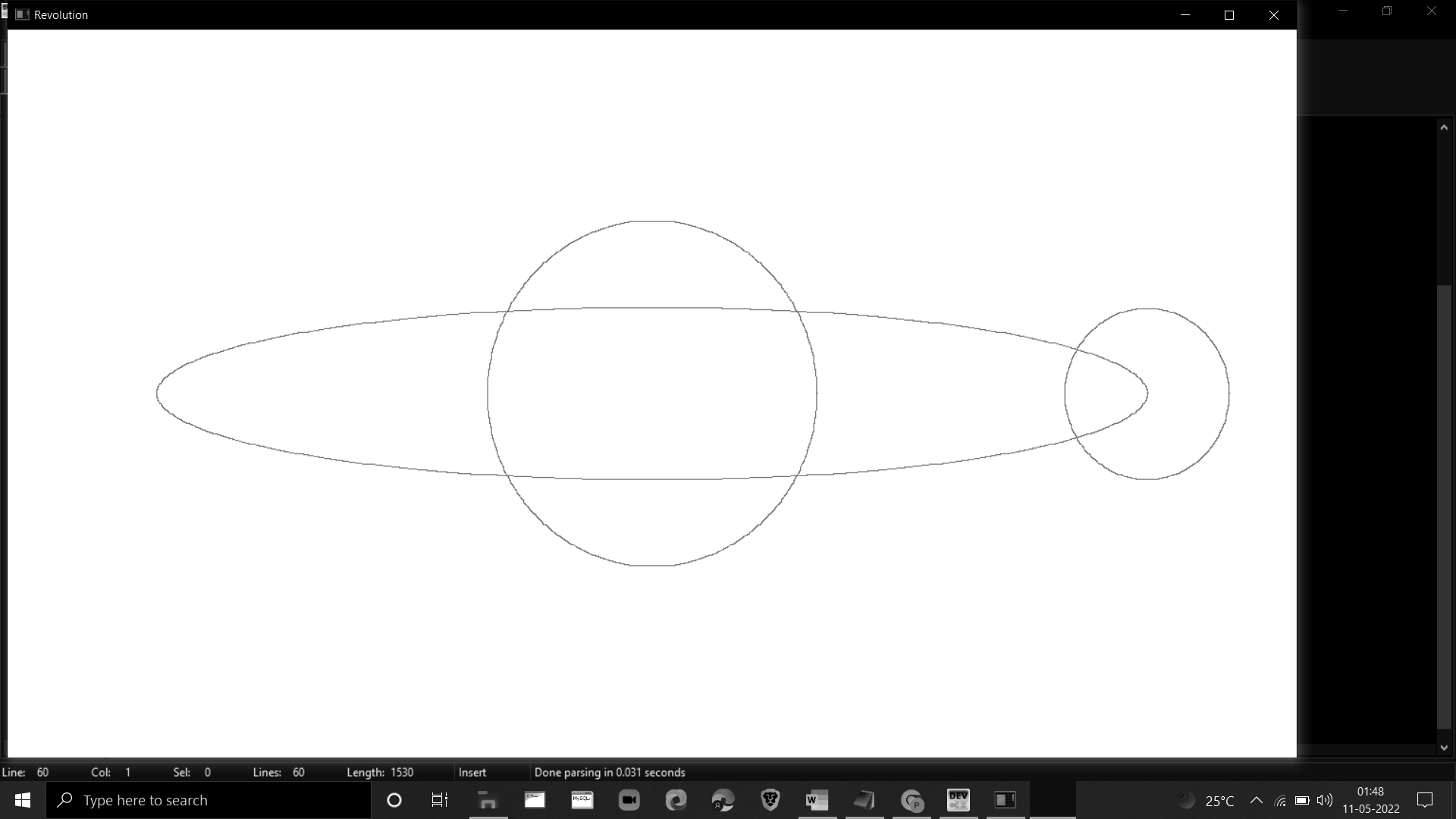
**myInit();**

**glutDisplayFunc(display);**

**glutMainLoop();**

**}**

**Output:**

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