**Code for Mini Project**

**Aim :** To write python code for manually animating an aircraft model (King Fisher airlines A 320 aircraft) in the Vizard IDE as part of the PhD research work on creating the virtual aircraft environment for evaluating aircraft modification proposals.

**Code**

"""

This script will demonstrate how to manually animate King fisher Airbus A 320.

"""

import viz

import vizact

import math

import vizcam

viz.fov(60)

viz.go()

#Add a model to rotate

h = viz.addChild('tut\_hedra.wrl')

h.setPosition([10,8,25])

kingfisher = viz.addChild('D:\\Models\\kingfisher\_airlines\\KingfisherAeroplane.ive')

#Place the model in front of the viewer

kingfisher.setPosition([0,0,25])

flyNav = vizcam.FlyNavigate()

# Add spot lights

mylight = viz.addPointLight()

mylight.setPosition([0,20,6])

mylight2 = viz.addPointLight()

mylight2.setPosition([0,0,6])