



VIT

UNIVERSITY

(Estd. u/s 3 of UGC Act 1956)

Vellore - 632 014, Tamil Nadu, India

School of Information Technology and Engineering (SITE)

Common to ALL Batches

Programme/Branch : B.Tech/IT

Academic year: Fall 2015-16

Course : Multimedia & Graphics Laboratory Course Code : ITE402

Graphics Part (Cycle Sheet-I) (25Marks) (Outcomes a &c)

1. Study of Graphics built in functions (Ex.graphics.h) & creating some objects using it.
2. Write a program to draw a line using following Line Drawing algorithms and comments the result.
 - a. DDA
 - b. Bresenham's
 - c. Midpoint
3. Write a program to draw a circle using following Circle Drawing Algorithms and comments the result.
 - a. Direct
 - b. Trigonometric
 - c. Bresenham's
 - d. Midpoint

4. Write a program to generate an ellipse using following Ellipse Drawing

Algorithms and comments the result.

- a. Direct
- b. Trigonometric
- c. Midpoint

5. Write a program to draw a triangle using line drawing algorithm and fill inside the triangle by using following filling algorithms.

- a. Flood fill
- b. Boundary fill

6. Write a program to perform following 2D transformation methods

- a. Translation
- b. Rotation
- c. Scaling
- d. Shearing
- e. Reflection

5. Write a program to perform following 3D transformation methods;

- a. Translation
- b. Rotation
- c. Scaling

6. Write a program to clip the given an line & objects using following algorithms;

- a. Line clipping using Cohen-Sutherland line clipping algorithm
- b. Line clipping using Liang-Barsky line clipping algorithm
- c. Polygon clipping using Sutherland-Hodgeman Polygon Clipping

Multimedia Part (Cycle Sheet-II) (25 Marks) (Outcome k)

Adobe Flash Professional CS5

1. Study of various tools in Adobe Flash Professional CS5.

2. Tweening

- a) Creation of an object and move it from one place to another using simple motion tweening.
- b) Creation of an object and move it from one place to another using guide layer.
- c) Conversion of an objects using shape tweening

3. Animation

- a) Frame by Frame animation
- b) Layer by Layer animation

4. Masking

- a) Text Masking
- b) Image Masking

5. Action script using buttons

- a) Creation of buttons using simple action scripts
- b) Controlling of various scenes using buttons
- c) Creation of Flash movie using buttons

6. Create an animation of the following features

- a) To design and animate a visiting card containing at least one graphic and text information
- b) Designing E-greetings using animation
- c) To prepare a cover page for the book in your course curriculum and create your own Design

6. Multimedia Presentation

- a) Create a Flash Multimedia presentation for your personal profile which should have a minimum of 10 pages and publish the presentation.
- b) Create a Flash Multimedia presentation for your syllabi and curriculum which should have a minimum of 10 pages and publish the presentation.

Adobe Photoshop

1. **Study of Photoshop tools, effects, layers and filters**
2. Converting black and white image to color image.
3. Repairing a damaged image.
4. Manipulation of images using layers
5. Manipulation of images using filters
6. Manipulation of images using various effects