Experiment No. 10

Aim: To develop programs for making animations such as

Objective:
Draw an object and apply various transformation techniques to this object. Translation, scaling and rotation is applied to object to perform animation.

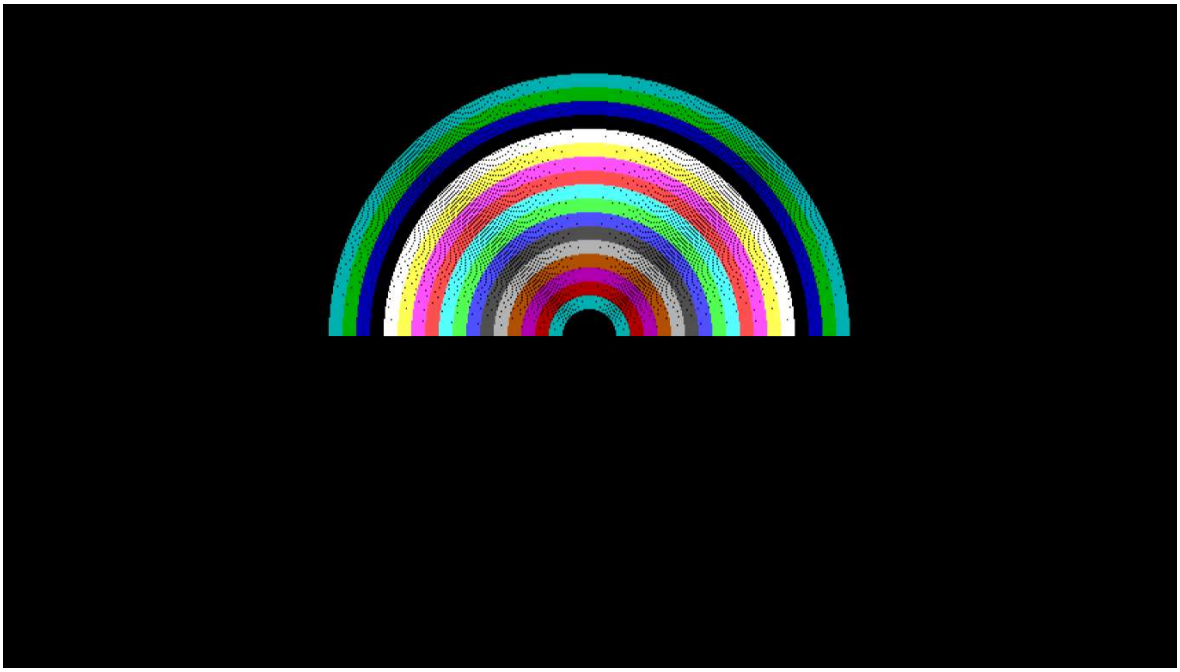
Theory:

- 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>
#include<dos.h>
void main()
{
int gdriver = DETECT,gmode;
int x,y,i;
initgraph(&gdriver,&gmode,"C:\\Turboc3\\BGI");
x=getmaxx()/2;
y=getmaxy()/2;
for(i=30;i<200;i++)
{
delay(100);
setcolor(i/10);
arc(x,y,0,180,i-10);
}
getch();
}
```

Output:



Conclusion - Comment on :

1. Importance of story building
2. Defining the basic character of story