

Assignment 7

1. Write programs for designing simple animations using 2D transformation Concepts.
 - Circle moving from left to right and vice versa
 - Wind mill rotation
 - Man walking
 - Simple animation of football goal
2. Write a menu driven program to implement set of composite transformations on 3D polygon. Program should include:
 - a. Rotation (about arbitrary point, arbitrary axis, arbitrary plane)
 - b. Scaling (fixed point)
 - c. Shearing
 - d. Reflection

Also show all the principle axis and other relevant point and lines necessary in each choice.