

* Assignment - 8 *

Title:-

Animation using c++.

Aim:- write a c++ program to draw man walking in the rain with an umbrella.
Apply the concept of polymorphism.

Co-mapped:- Cos

- ① Basic programming skill of c++
- ② 64-bit open source linux
- ③ open source c++ programming tool like c++/gcc

learning objectives:-

To learn animations using c++.

Theory:-

Animation:-

It is the process of designing, drawing making layouts and preparation of photographic sequences which are integrated in the multimedia and gaming products. Animation involves the exploitation and management of still images to generate the illusion of movement.

Today, most animations are made with Computer generated Imagery (CGI). Computer animation can be very detailed 3D animation.

while 2D computer animation can be used for stylistic reasons. low bandwidth or faster real time rendering other common animation methods apply a stop motion technique to two and three dimensional objects like paper, cutouts, puppets or clay figures.

The illusion of animation as in motion pictures in general has traditionally been attributed to the persistence of vision and later to the phenomenon and beta movement but the exact neurological causes are still uncertain the illusion of motion caused by rapid succession of images that minimally differ from each other with unnoticeable interruptions is a stroboscopic effect.

Conclusion:-

Thus, we have studied animation and implemented it using c++.