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>
#include<stdio.h>
void main()
{
int gd=DETECT,gm,i;initgraph(&gd,&gm,"C:\\Turboc3\\BGI");
for(i=0;i<=90;i++)
{
setcolor(i);
circle(319,219,20+i);
delay(50);
}
}
getch();
```
Output:
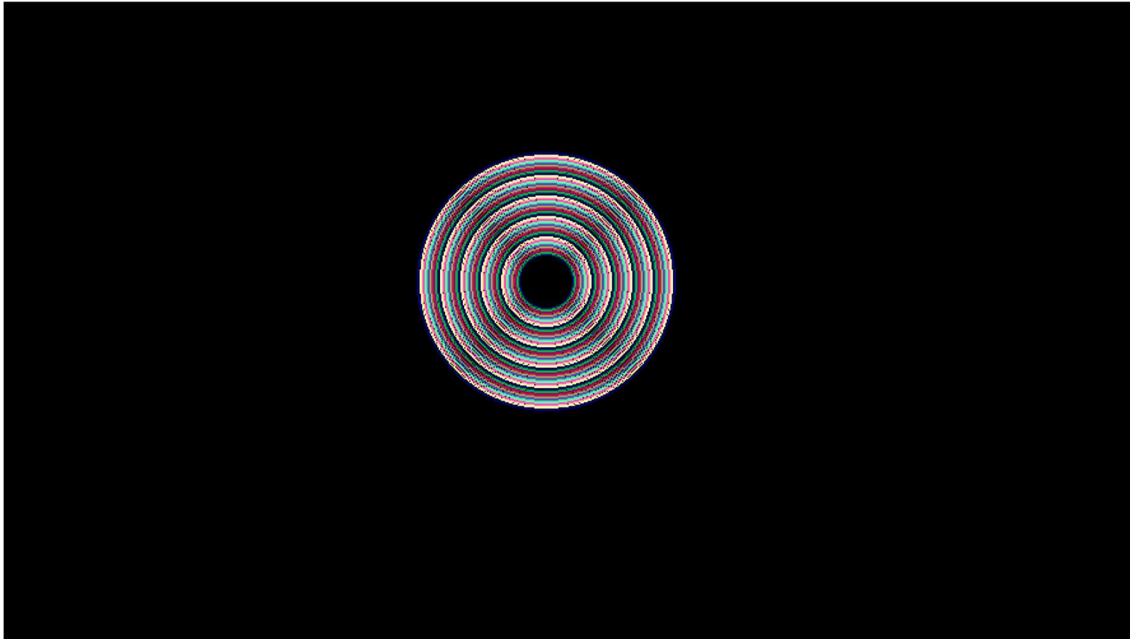
Conclusion - Comment on :
1. Importance of story building
2. Defining the basic character of story
3. Apply techniques to these characters