# Department of Computing

# CS361: Computer Graphics

# Class: BSCS-5ABC

# Lab10: Projection

# CLO2: Develop program to implement 3D Scenes

# Date: 13th November, 2018

# Time: 9:00am- 12:00pm

# Instructor: Dr. Muhammad Muddassir Malik

# Lab 10: Projection

# Introduction

Computer graphics methods are now commonly used to produce animations for a variety of application including entertainment (motion pictures and cartoons), advertising scientific and engineering, studies and training and education.

**Objectives**

After performing this lab students should be able to create basic:

Animations

**Tools/Software Requirement**

For testing HTML 5, CSS, JS

**Description**

**Interpolation**

[**https://jsperf.com/pixel-interpolation/2**](https://jsperf.com/pixel-interpolation/2)

**Lab Task**

**Task:**

Create a large quad as a pitch of a hockey field. Add some multi-coloured cubes, distributed on

the field. Create a camera that can be controlled by the user and set projection to perspective. The controls must be similar to a first person shooter. [7]

**Bonus:**

1. Add controls through which camera can be rotated about z-axis of the camera coordinates [2]

2. Add animations to the cubes your creates in the scene. [1]

**Deliverable**

Upload your code with snap shots of the output.