# Department of Computing

# CS361: Computer Graphics

# Class: BSCS-5ABC

# Lab07: Linear interpolation

# Date: 23th October, 2018

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

# Instructor: Dr. Muhammad Muddassir Malik

# Lab 7: linear interpolation

# 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**

Write code to perform bi-linear interpolation given:

1. Four vertices of a ​rectangle

2. Color for each vertex

3. A point inside the rectangle with unknown color

Note: You cannot use any built-in method and you have to write your own code to perform interpolation

**Deliverable**

Upload your code with snap shots of the output.