# Department of Computing

# CS361: Computer Graphics

# Class: BSCS-4ABC

# Lab11: Animations

**CLO2: Develop program to implement 3D Scenes**

# Date: 17th December, 2017

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

# Instructor: Dr. Muhammad Muddassir Malik

# Lab 11: Animations

# 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**

Create three cubes. The central cuble is rotating in its place. The second cube is rotating about the first cube at a radius of “X”. The third cube is rotating about the second cube at a radius”Y”.

The user can see the scene from any side. The camera is always pointing towards the centre of the scene and the user can move it around the the scene at a constant radius.

**Deliverable**

Upload your code with snap shots of the output.