**Program to Display a Moving Car**

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| **Details of Student(s)** | **Enrollment** | | **Exam Seat** | **Name of Student** |
|  | 1910020362 | | 240630 | Savant Omkar Vitthal |
|  | 1910020360 | | 240628 | Raut Atharva Satish |
|  | 1610020163 | | 240586 | Wani Pushpak Shrikant |
| **Project Guide(s)** | Prof. P.N. Patil | |  |  |
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| **Application(s) of Project** | NA | | |  |
| **Abstract:**  This paper is scrutinizes the use of different terms and syntaxes in Computer Graphics, enabling viewer to get the complete concept of different aspects of Computer Graphics. To satisfy this we created a simple animation of a car moving from one point to another point which is created by various terms of graphics. A little use of looping is also used as a reference to the output, satisfying every need of a perfect graphics program. | | | | |
| **Introduction** (In brief): Computer graphics is a sub-field of computer science which studies methods for digitally synthesizing and manipulating visual content. Although the term often refers to the study of three-dimensional computer graphics, it also encompasses two-dimensional graphics and image processing**.** Computer graphics studies the manipulation of visual and geometric information using computational techniques. It focuses on the mathematical and computational foundations of image generation and processing rather than purely aesthetic issues. Computer graphics is often differentiated from the field of visualization, although the two fields have many similarities. Computer graphics deals with generating images with the aid of computers. Today, computer graphics is a core technology in digital photography, film, video games, cell phone and computer displays, and many specialized applications. | | | | |
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| **Fig. 1: Output I** | | **Fig. 2: Output II** | | **Fig.3: Flowchart** |