# Department of Computing

# CS361: Computer Graphics

# Class: BSCS-2AB & BESE-3AB

# Lab05: Animations

# Date: 05th October, 2015

# Time: 2:00pm- 5:00pm

# Instructor: Dr. Muhammad Muddassir Malik

# Lab 5: 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>**

**Lab Task**

**Task 1: [6]**

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

**Task 2: [4]**

Write a WebGL code that shows your skills with animations and matrix stack. You have to imagine a scene yourself and make sure that it uses matrix stack for producing animations. You will be relatively graded with respect to your class fellows. You have to be the best in class to take full points.

**Deliverable**

Upload your code with snap shots of the output.