# Department of Computing

# CS361: Computer Graphics

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

# Lab07: Animations

# Date: 26th October, 2015

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

# Instructor: Dr. Muhammad Muddassir Malik

# Lab 7: 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**

**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. The controls must be similar to a first person shooter.

**Bonus:** Add textures to some of the cubes between parallel and perspective projection.

**Deliverable**

Upload your code with snap shots of the output.