COMPUTER GRAPHICS FINAL PROJECT

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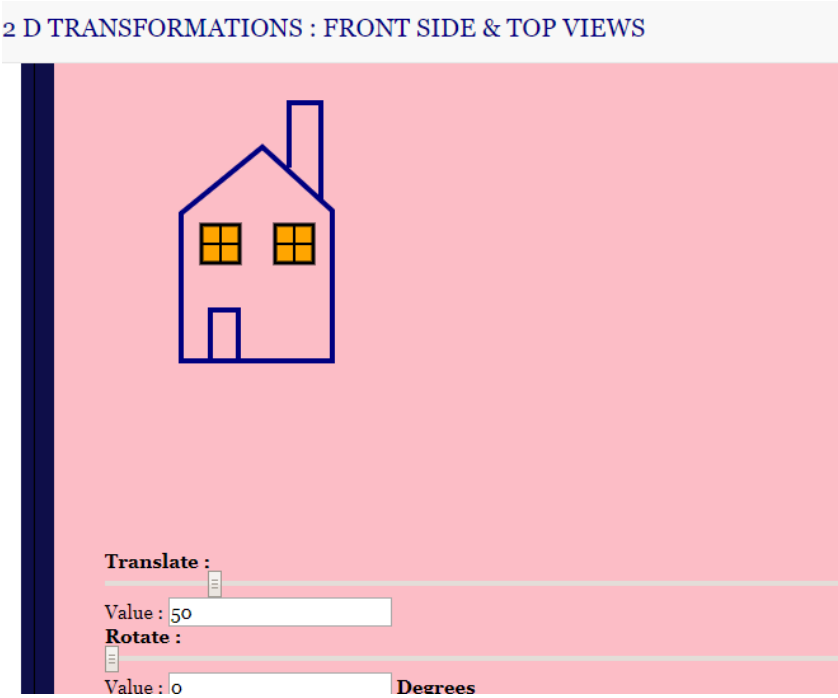
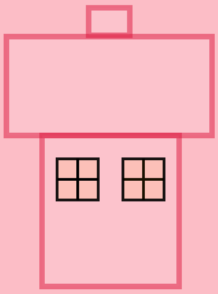
Week 1

In this part, I implemented different views for an object viz.

- Top View
- Side View
- Top View

I performed different 2 D transformations like rotation, shear, translation, Scaling. The output is as below :





Translate :

Value : 50

Rotate :

Value : 0 **Degrees**

Week 2

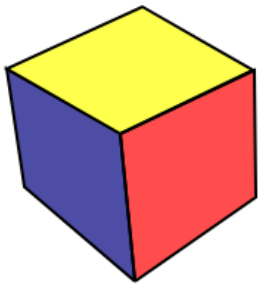
In this part, I implemented the below 8 projection types on a cube.

- Top view
- Front View
- Side View
- Isometric Projection
- Dimetric Projection
- Trimetric Projection
- Oblique Projection
- Perspective Projection

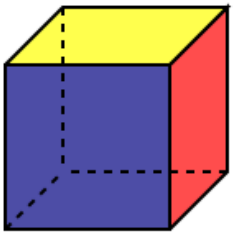
I also performed transformation on the cube.

Below are some screenshots of the output :

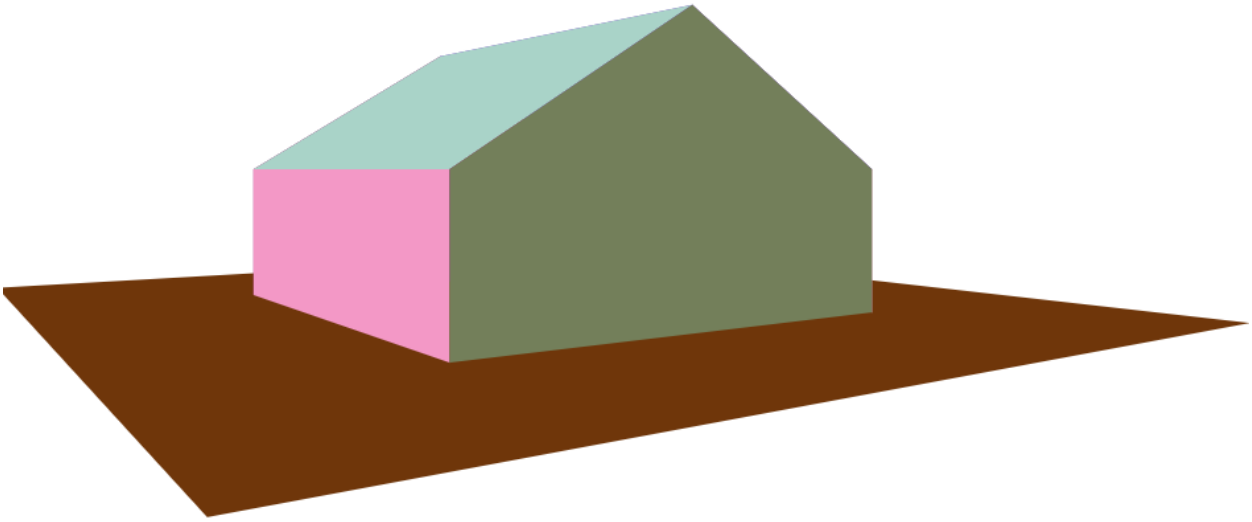
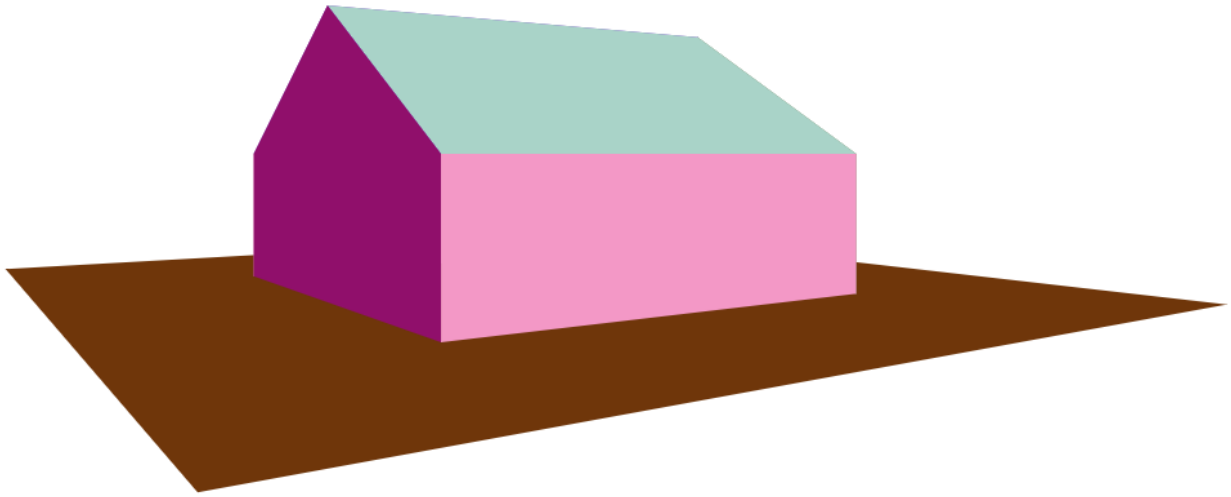
8.Three Point Projection



5.Oblique Projection II



Week 3

In this part, I implemented a 3 D model of house where it can be viewed from different lateral angles.

The output is as below :