**Aim:**  To develop programs for making animations such as

1. Circle moving from top to down and vice versa

**Objective:**

Draw an object and apply various transformation techniques to this object. Translation, scaling and rotation is applied to object to perform animation.

**Theory:**

* For moving any object, we incrementally calculate the object coordinates and redraw the picture to give a feel of animation by using for loop.
* Suppose if we want to move a circle from left to right means, we have to shift the position of circle along x-direction continuously in regular intervals.
* The below programs illustrate the movement of objects by using for loop and also using transformations like rotation, translation etc.
* For windmill rotation, we use 2D rotation concept and formulas.

Program:

#include<stdio.h>

#include<conio.h>

#include<graphicss.h>

void main()

{

int gd=DETECT,gm,i,x=0;

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

for(i=0;i<=300;i++)

{

line(0,310,600,310);

circle(i,i,10);

delay(8);

cleardevice();

}

for(i=300;i>=0;i--)

{

line(0,310,600,310);

x++;

circle(300+x,i,10);

delay(7);

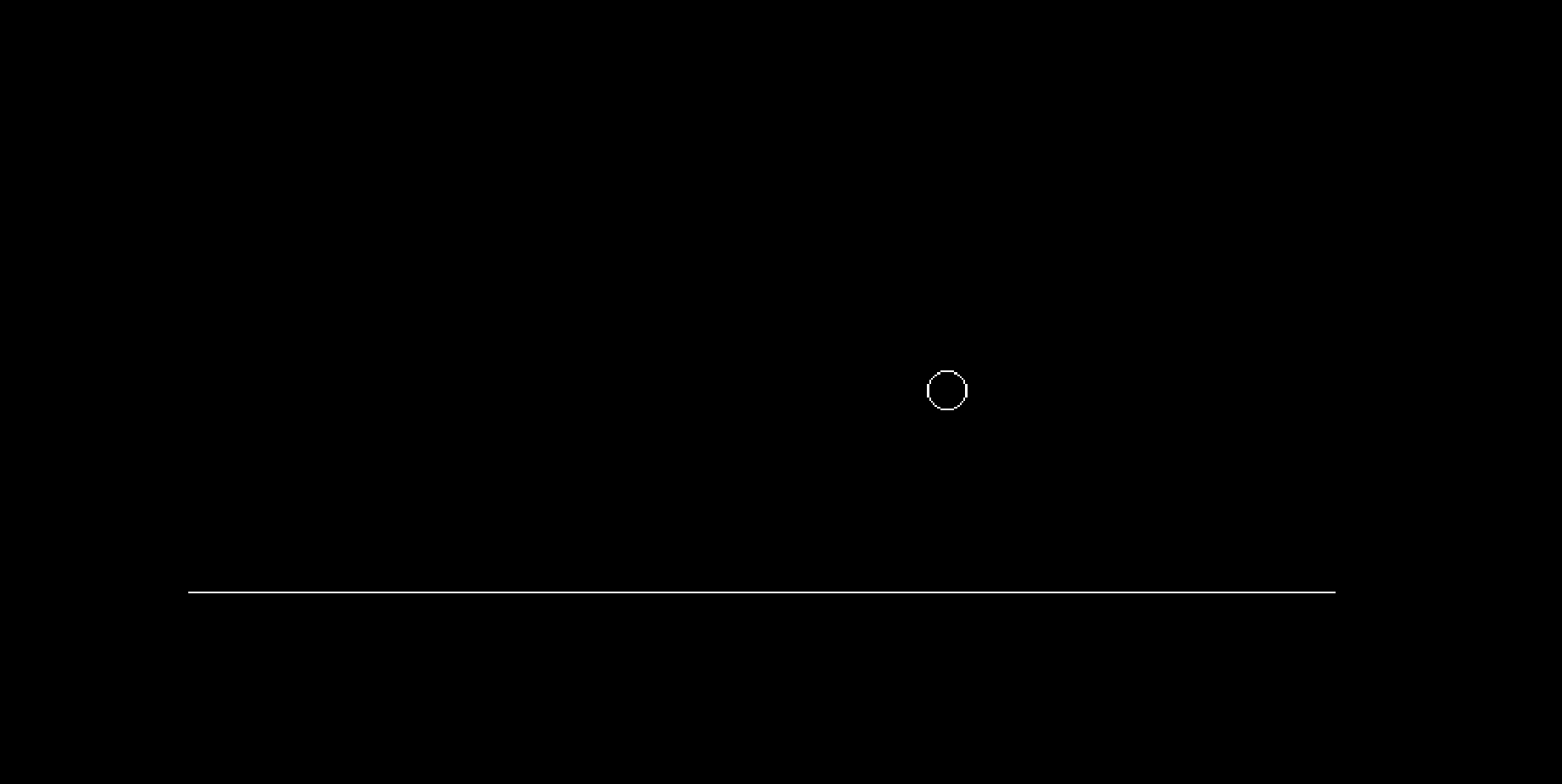
cleardevice();

}

getch();

}

**Output:**

****

**Conclusion -** Comment on :

1. Importance of story building:- Powerful tools for conveying messages and ideas.
2. Defining the basic character of story:-Silhouette, palette and exaggeration.
3. Apply techniques to these characters:-Physical, description,action.