COMPUTER GRAPHICS AND MULTIMEDIA LABORATORY

COMPUTER GRAPHICS

C Programs for

1. Line drawing using Bresenham, DDA line drawing algorithms.
2. Circle drawing using Bresenham circle drawing algorithm.
3. Line clipping using clipping algorithm.
4. 2D transformations like translations and scaling and rotations.
5. 3D transformations like translations and scaling and rotations.

MULTIMEDIA

1. To perform animation using any animation software(create frame by frame animations using multimedia authoring tools).
2. To perform basic operations on image using any image editing software.
3. To develop a presentation for product using techniques like Guide layer, masking and onion skin using authoring tools.
4. To create a JPEG image that demonstrates the various features of an image editing tool