



RAMA UNIVERSITY

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FACULTY OF ENGINEERING & TECHNOLOGY

BCS -504 Computer Graphics &
Multimedia

Lecture-34

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➤ ANIMATION



Animation

Animation refers to the movement on the screen of the display device created by displaying a sequence of still images. Animation is the technique of designing, drawing, making layouts and preparation of photographic series which are integrated into the multimedia and gaming products. Animation connects the exploitation and management of still images to generate the illusion of movement. A person who creates animations is called animator. He/she use various computer technologies to capture the pictures and then to animate these in the desired sequence.

Animation includes all the visual changes on the screen of display devices. These are:

1. Change of shape as shown in fig:



Fig: Change in Shape

Animation

2. Change in size as shown in fig:

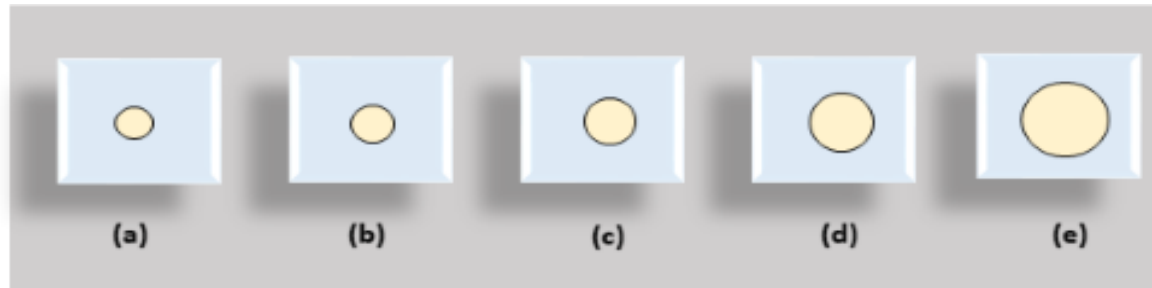


Fig: Change in Size



Animation

3. Change in color as shown in fig:



Fig: Change in Color

KANPUR

Animation

4. Change in structure as shown in fig:

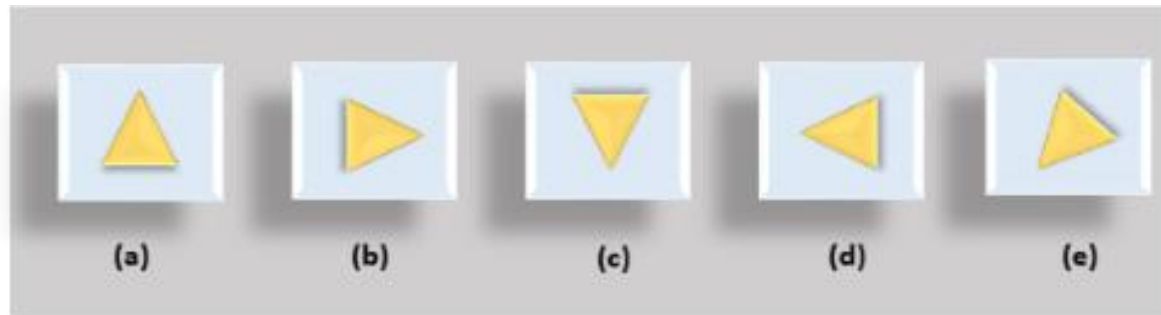


Fig: Change in Structure

Animation

5. Change in angle as shown in fig:



Fig: Change in angle

Multiple Choice Question

MUTIPLE CHOICE QUESTIONS:

Sr no	Question	Option A	Option B	OptionC	OptionD
1	Rotation about anis not as simple as rotation about the origin.	fix pivot point	arbitrary pixel point	arbitrary pivot point	All of these
2	Transformation, which produces a mirror image of an object. The mirror image can be about either x-axis or y-axis.he object is rotated by180°.	Reflection	Reflection about y-axis	Window	viewing
3	Types of Reflection	3	4	2	1
4	The object can be reflected about x-axis with the help of the following matrix is known as.....	Reflection about x-axis	Reflection about y-axis	both a & b	none of these
5	The object can be reflected about y-axis with the help of following transformation matrix known as.....	Reflection about x-axis	Reflection about y-axis	both a & b	none of these

REFERENCES

- <http://www.engppt.com/search/label/Computer%20Graphics>

