

1. Implementation of the following algorithms
a) LINE b) CIRCLE c) ELLIPSE.
2. 2D Transformations:
a) Translation
b) Rotation
c) Scaling
d) Reflection
e) Shearing of Objects.
3. 2D line and polygon clipping.
4. 3D Transformations using **OpenGL**
a) Translation
b) Rotation
c) Scaling.
5. Text compression algorithms – RLE and Static Huffman .
6. Image compression algorithm - JPEG baseline encoding
7. Basic operations on image using any image editing software - Photoshop/GIMP /any equivalent animation software
8. Animation using any **2D** Animation software - Adobe's Flash/ Director/ any equivalent animation software
9. Multimedia applications using VRML