INTERIM REPORT

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Assignment 1A

Description of A1A

Assignment 1B

Description A1B

Assignment 2

Description A2

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ASIGNMENT 1 A

Introduction

This is the first review partial assignment that was given for the subject of Fundamental of Computer Graphics (SCSV 2213 – 01) dated on the 12th of February 2020. In this short report, we have selected a sample application of computer graphics in Animations in Films & Entertainment.

Computer graphics have a series of methods that are now commonly used to produce animations for a variety of applications. In the entertainment industry, computer graphics is used in motion pictures and cartoons.

Hence, we studied some reference to the making of the animation "Shrek" while focusing on the discussion on how computer graphic was used in the animation of this film. The outline of our short report is as follows; Section 1 discusses how computer graphic was used for animation, Section 2 highlights the terms found in computer graphic animation and the last section is the conclusion.

Conclusion

Computer graphics animation is widely used in the Films and Entertainment Industry especially the animation of "Shrek". Computer graphics has an unspeakably large impact in most media. It has not only transformed movies and animations, but also video games, advertising, and graphics design.