



















































32











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9. Animating Interactive Programs

- So far our programs have been static
 Once a primitive was placed on the display its image did not change until the screen was cleared.
- Suppose that we want to create a picture in which one or more objects are changing or moving, and thus their images must change.

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Chapter 3 -- Input and Interaction

CS 480/680

9.1 The Rotating Square
 9.1 Consider the rotating two dimensional point where

 - x = cos θ,
 - y = sin θ
 - (-sin θ, cor θ)
 - (cos θ, s)
 - (sin θ, cor θ)
 - (sin θ, cor θ)















