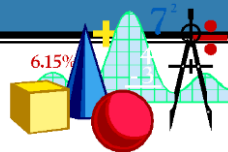


Mathematics, Geometry
Unit XI: Lesson 3

Activity: **Computer Animation**



Computer animation is a growing field today. The animation is accomplished by redrawing a figure in different positions at such high speed that it appears to be moving.

Choose a picture which can be drawn with straight lines to animate. Determine the equation for each line. Redraw the figure several times in slightly different positions each time determining the equations for the new lines.

Write a computer program using your equations to demonstrate your animated figure to the class. Print out a line listing of the program. An alternative would be to make a flip booklet of your drawings along with a report listing the equations used.