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Thread: [Graphics](#)

Pulser - November 13, 2010, 10:41 pm

Drawing

Hey Hackforums. I have been doing C# for quite some time now, but I never really messed with graphics. My first attempt with C# graphics lead me to this:

[IMG]<http://img98.imageshack.us/img98/3080/96670599.gif>[/IMG]

Its not much, but I mean common, its pretty cool :D.

The only reason I am posting this is for someone to see what it is like to draw in C#. I'm sure someone can come up with something cool to make. Anyway, I commented my source, so hopefully someone can put some use to it!

Source:

```
Code Graphics surface; // sets up new graphics
    surface = this.CreateGraphics(); // creates graphic on the form
    Pen pen1 = new Pen(Color.Black, 1.0f); // new pen, color black
    HatchBrush brushone = new HatchBrush(HatchStyle.DiagonalCross, Color.Black); // new
brush
    Rectangle rec2 = new Rectangle(10, 10, 100, 100); // new rectangle, X/Y / Size
    Font drawfont = new Font("Arial", 20); // new font for my name

    surface.DrawString("Mr. Predictable", drawfont, brushone, 210.0f, 20.0f); // draws my name

    surface.DrawEllipse(pen1, 200, 100, 200, 200); // head
    surface.DrawEllipse(pen1, 230, 130, 50, 50); // eye 1
    surface.DrawEllipse(pen1, 310, 130, 50, 50); //eye 2
    surface.DrawArc(pen1, 275, 200, 40, 40, 180, -180); // mouth
```

I really hope someone finds this interesting!

Coder - November 13, 2010, 10:50 pm

Good work. ^^

Now make a frame of a box. Then try to use scrollbars to increase size of the box. Or something similar. :)

Pulser - November 13, 2010, 11:26 pm

(Nov 13, 2010 11:50 PM)Coder Wrote: [\[CITE\]](#) Good work. ^^

Now make a frame of a box. Then try to use scrollbars to increase size of the box. Or something similar. :)

Ooo sounds challenging (for me at least since I'm new to graphics)

I'll give it a shot!

Pulser - November 14, 2010, 1:33 am

(Nov 13, 2010 11:50 PM)Coder Wrote: [\[CITE\]](#) Good work. ^^

Now make a frame of a box. Then try to use scrollbars to increase size of the box. Or something similar. :)

Hey, I got it! :D

[IMG]<http://img607.imageshack.us/img607/6338/68395030.gif>[/IMG]

Next.

Also, it doesn't actually lag like that. The GIF just distorted it a bit and added some lag.

My code:

Code private void trackBar1_Scroll(object sender, EventArgs e)

```
{
    this.Refresh();
    Graphics start = this.CreateGraphics();
    Pen pen1 = new Pen(Color.Black, 1.0f);
    Rectangle rect1 = new Rectangle(200, 100, trackBar1.Value, trackBar1.Value);
    start.DrawRectangle(pen1, rect1);
}
```

Coder - November 14, 2010, 2:07 am

Nice. :)

Now make a frame of cube and increase its size.

That was the last thing I did before I failed to rotate it like 3D, and starting gradients.

Pulser - November 14, 2010, 2:16 am

(Nov 14, 2010 03:07 AM)Coder Wrote: [\[CITE\]](#) Nice. :)

Now make a frame of cube and increase its size.

That was the last thing I did before I failed to rotate it like 3D, and starting gradients.

I'll do it tomorrow. I'm really tired lol.

Joseph Ducreux - November 18, 2010, 7:27 pm

dude how do you make .gifs like that?

your .giffing skills are bomb

xSilent - November 18, 2010, 7:30 pm

(Nov 18, 2010 08:27 PM)Anonymous.Heuristic Wrote: [\[CITE\]](#) dude how do you make .gifs like that?

your .giffing skills are bomb

One word... Camtasia.

Or record an AVI then convert to gif which camtasia does it automatically.

Pulser - November 19, 2010, 11:11 am

(Nov 18, 2010 08:27 PM)Anonymous.Heuristic Wrote: [\[CITE\]](#) dude how do you make .gifs like that?

your .giffing skills are bomb

I use Camtasia, then I convert it to a GIF.