1. **CONCLUSION**

The project entitled "GRAPHICS PACKAGE" is developed with the best of our effort. The project was developed using a modular approach.

The graphics creation and manipulation algorithm in the package have been implemented and tested to ensure the efficiency of operation and they were found to be quite satisfactory. The graphics editor has a good and intuitive and user friendly interface which enable the user to get better and easier interaction with the software.

After the completion of the development and study of the project we came to the conclusion that the computer graphics in C using OpenGL can be used to development a much better and complex soft wares that include 2D, 3D image processing and animation.

The program is also mainly concerned with animation and more of animation implementations. This type of implementations is now a days used in game development.

**11. REFERENCE**

* Interactive Computer graphics by Edward Angel
* Computer Graphics by Atul P Godse
* Opengl.org
* Stackoverflow.com
* Graphics Under C by Yashwanth Kanetkar