COMPUTER GRAPHICS AND VISUALIZATION PROJECT

PROJECT NAME : 3-D Scene Simulator
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Introduction :

Aim of this project is to use openGL and various computer graphics algorithms to develop a 3-d map simulator having various objects, namely buildings, trees, roads and street lights.

Following Functionalities Involved In Mentioned Project :

- **Terrains**
- **Textures**
- **Skybox**
- **Buildings (different size and texture) and lamps**
- **Time of the day :**
    - **Sky**
    - **Lamps On off and Glass effect**
- **Full camera control with mouse and keyboard.**
- **Text rendering (Instructions and time)**
- **Collision avoidance**