



AMERICAN INTERNATIONAL UNIVERSITY BANGLADESH

Course: Computer Graphics

Section: O

Faculty Name: Nazmus Sakib Shan

Final Term Project proposal

Group Number: 05

Project Title: Village Scenario

Group Member:

Student Name	Student ID
Al-Jobair Ibna Ataur	20-42707-1
Md Ashfakuzzaman Nayeem	18-36400-1
Asmaul Husna Zerin	20-42363-1

Project Description:

A village scenery is a project in computer graphics which is simple, useful and well managed. We are thinking to create some artifacts in this mini project, like home, sun, clouds, trees, river, hills and boats. There will be a couple of houses, some trees, sky, a sun, river and couple of moving boats and background shows hills. Maybe there will be two modes, Day and night. We can switch whenever we want. Night mode may have some different artifacts like in the place of the sun there will be a moon, the boats will not be moving things like this.

In conclusion we can say that we have put in place a “Village Scenario” which is colorful and simple mini project. We have given some idea of our project here. There may have a lot of other things and functionality when it is complete.

Project Possible Output Sketch:

