

ABSTRACT

Human eye can absorb the information in a displayed diagram or perspective diagram much faster than it can scan a page or a table of contents. Main aim of this Mini Project is to show the simulation of a rocket launch.

This project illustrate the concepts and usage of pre-built functions in OpenGL .When the rocket has completely exhausted is fuel from adjoining tanks, then the extra weight is lost by disconnecting them.

When the final capsule reached the orbiting location the last part is also disconnected and the satellite is placed in orbit. We have used input device keyboard to interact with the program.

We also include lighting and material properties. The code implemented makes use of various OpenGL functions for translation, keyboard callback function, built-in functions for textures and many more. The concepts of computer graphics and OpenGL stand a backbone to achieve the aforementioned idea. Primitive drawing, event driven interactions and basic animation have been the important concepts brought out by this application.

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Thanking you all,
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