



Project Defense

ARMY CAMP VIEW

Section: H Group: 4

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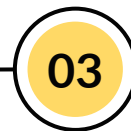
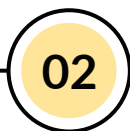
Preface

01

**Project
overview**

openGL

Objective



Problem statement

02

Features

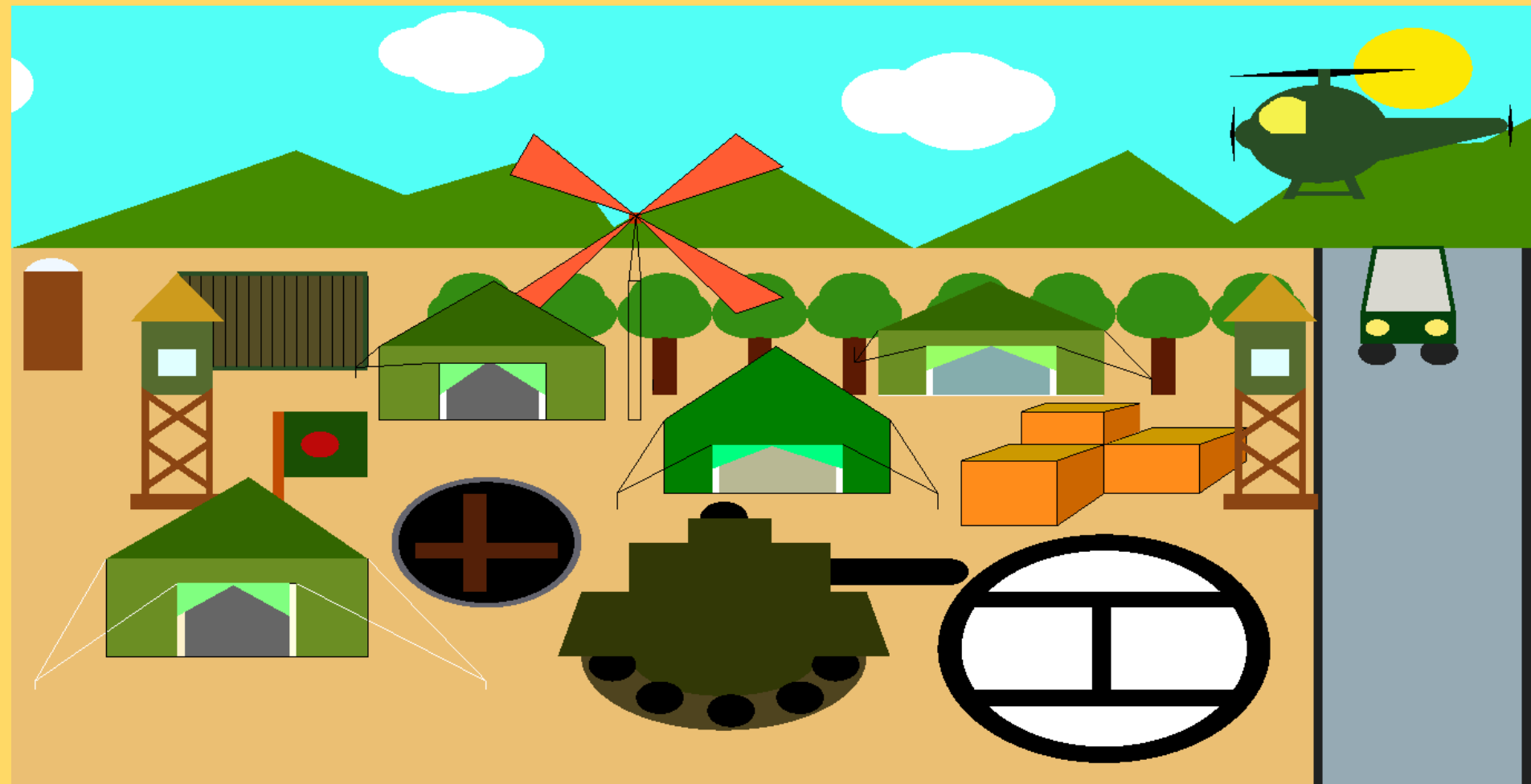
- Sun
- Sounds.
- Tent.
- Tree.
- Flag.
- Road.
- Windmill.
- Clouds.
- Helicopter.
- Helipad
- Hill view.
- Army tank.
- Day mood.
- Night mood.
- Watchtower.
- Fireworks.
- Sun in “Day” mood.
- Moon in “Night” mood.
- Season feature: Rain.
- Interaction: Bird moving.
- Interaction: Cloud moving.
- Interaction: Helicopter moving.
- Interaction: Vehicle on road moving.

Functions

- display()
- display2()
- glClear()
- glBegin()
- glEnd()
- glColor3ub()
- glVertex2i()
- glPushMatrix()
- glTranslatef()
- glPopMatrix()
- glColor3f()
- glScalef()
- update()
- glFlush()
- glutdisplay()
- glutTimerFunc()
- glClearColor()
- myKeyboard()
- main()
- glutInit()
- glutInitDisplayMode()
- glutInitWindowSize()
- glutCreateWindow()
- glutDisplayFunc()
- glutKeyboardFunc()
- glutTimerFunc()
- glutSpecialFunc(SpecialInput);
- init()
- glutMainLoop()

*Project
study*

03





Significance

04

01



Graphics basics

02



**OpenGL
functions**

03



**Graphics
designing and its
advantages**

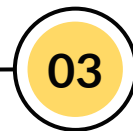
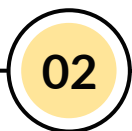
Conclusion

05

OpenGL

Functions

Designing



Thank you
