* Comprises several libraries with varying levels of abstraction: GL, GLU and GLUT.
* Several levels of abstraction is provided.
* Close enough to the hardware to get excellent performance.
* Focus on rendering.
* Omitted windowing and input to avoid window system dependencies.
  1. **Advantages of OpenGL**

1. With different 3D accelerators, by presenting the programmer to hide the complexities of interfacing with a single, uniform API.
2. To hide the differing capabilities of hardware platforms, by requiring that all implementations support the full OpenGL feature set (using software emulation if necessary).

Computer graphics is a sub-field of computer science which studies methods for digitally synthesizing and manipulating visual content. Computer graphics studies the manipulation of visual and geometric information using computational techniques. It focuses on mathematical & computational foundations of image generation and processing rather than purely aesthetic issues. Our project \"Rocket Launch\" project consists of three scenes. The first scene just shows the rocket, which is stable and not moving. The second scene will be of the launching rocket. In addition, the third scene will be of the rocket that is being send in the space. User can’t stop the rocket once launched after that three phase will come Rocket at launch station, then in sky at last in Space. The objects are drawn using GLUT functions.