MARINE DRIVE, COX'S BAZAR

A 2D Graphics Simulation Using C++ and OpenGL

PROJECT REPORT

Submitted in partial fulfillment of the requirements for the course
Computer Graphics

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Course Title: Computer Graphics Lab

Submitted By

Group: L		
Field	**Student 1**	**Student 2**
Name	Farida Nusrat	Sabrina Mostary
Student ID	C201242	C201224
Semester	7th	
Section	7AF	

Submitted To

Name	Mrs. Israt Binteh Habib
Designation	Lecturer
Department	Computer Science and Engineering (CSE)
University	International Islamic University Chittagong

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Abstract

This project presents the design and implementation of a two-dimensional (2D) graphics simulation titled **"Marine Drive, Cox's Bazar"** using C++ and the OpenGL (GLUT) graphics library. The simulation visually represents the scenic Marine Drive area by incorporating animated elements such as roads, vehicles, sea waves, and background scenery. The project demonstrates fundamental computer graphics concepts including object modeling, geometric transformations, animation techniques, and real-time rendering. The developed system serves as an educational tool for understanding basic graphics programming concepts using OpenGL.

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Chapter 1

Introduction

Computer graphics is a significant and rapidly evolving field of computer science that deals with the creation, manipulation, and representation of visual content using computational techniques. Two-dimensional (2D) graphics play a crucial role in a wide range of applications, including simulations, educational software, games, and visualization systems. Through graphical modeling and animation, abstract concepts can be visually represented, enabling better understanding and interaction.

Marine Drive, located in Cox's Bazar, is one of the most scenic coastal roads in Bangladesh, extending alongside the Bay of Bengal. It is renowned for its natural beauty, ocean views, and tourist appeal. This project focuses on developing a digital two-dimensional simulation of Marine Drive using computer graphics techniques. By implementing the system using **C++** and **OpenGL**, the project provides hands-on experience with core graphics concepts such as geometric transformations, animation, and real-time rendering. The simulation serves both as a visual representation of the location and as an educational tool for understanding fundamental principles of computer graphics.

1.1 Problem Statement

Despite the popularity and aesthetic significance of Marine Drive, Cox's Bazar, existing visual representations—such as static images, photographs, and videos—are limited in their ability to convey an interactive and immersive experience. These traditional methods lack real-time interaction, dynamic environmental effects, and user-controlled navigation. As a result, viewers are unable to fully explore or engage with the environment. There is a growing need for an interactive computer graphics–based simulation that can realistically portray the scenic beauty of Marine Drive while allowing users to interact with and navigate through the virtual environment.

1.2 Aim and Objectives

The primary aim of this project is to design and implement an interactive two-dimensional graphical simulation of Marine Drive, Cox's Bazar, using computer graphics techniques. The project seeks to move beyond static visual content by offering a dynamic and engaging user experience through real-time rendering and interaction.

The specific objectives of the project are as follows:

1. To develop a visually appealing and structured 2D graphical model of Marine Drive.
2. To implement smooth object movement and basic animation techniques.
3. To incorporate dynamic environmental effects, such as rainfall, to enhance realism.
4. To provide user-friendly input controls for interaction and navigation.
5. To improve user engagement through realistic visualization and interactive elements.

Chapter 2

Tools and Technologies

The following tools and technologies were used in this project:

- **Programming Language:** C++
- **Graphics Library:** OpenGL
- **Utility Toolkit:** GLUT
- **Platform:** Windows / Linux
- **Compiler:** GCC / MinGW / Visual Studio

Chapter 3

System Design

3.1 Flowchart

The flowchart presents a structured representation of the system's operational logic. It outlines the sequential flow of activities beginning with project initialization, followed by system validation and object movement detection. Based on user interaction and system conditions, the flowchart demonstrates how different actions such as environmental effects and traffic control are triggered. The process concludes with a controlled termination, ensuring proper system shutdown. This flowchart provides a clear understanding of decision-making processes and execution flow within the system.

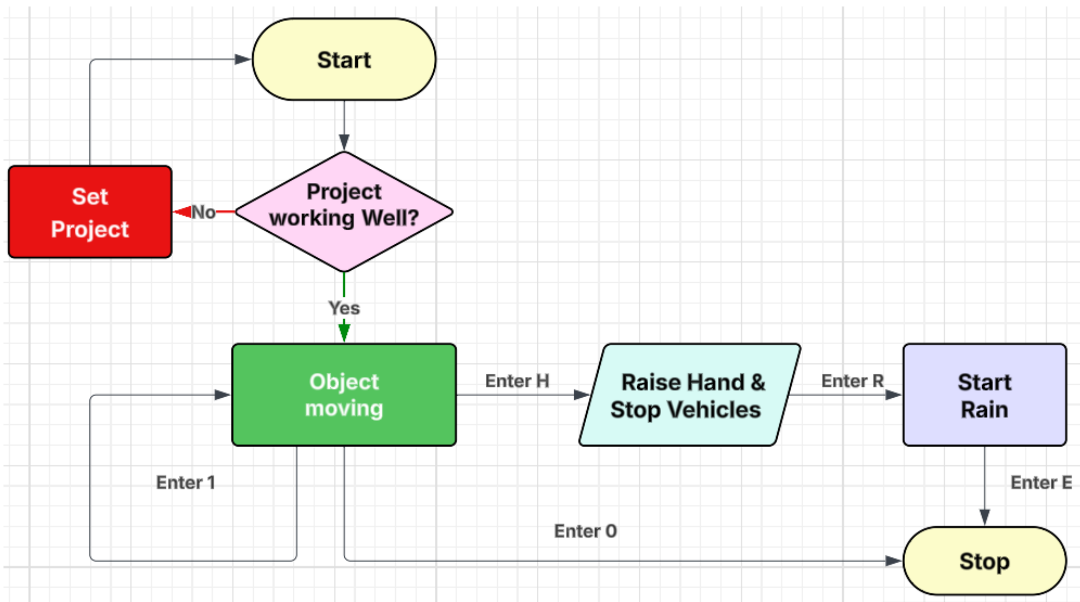

Figure 3.1: Operational Flowchart of the System

3.2 System Overview

The system simulates a two-dimensional graphical environment representing Marine Drive, Cox's Bazar. The scene incorporates essential visual elements such as a roadway, moving vehicles, sea region, and surrounding background environment to provide a realistic representation. Animation is implemented through continuous updates of object positions, enabling smooth movement and interaction within the scene. The rendering process is managed using OpenGL and GLUT callback functions, which handle display refresh, object transformation, and user interaction. This approach ensures real-time animation, visual consistency, and efficient graphical performance throughout the simulation.

Chapter 4

Methodology

4.1 Algorithm

1. Initialize the graphics mode.
2. Construct a two-dimensional object using the `DrawPoly()` function with coordinate points (x, y).
3. Apply geometric transformations to the constructed object as follows:

   A) **Translation**

   i) Obtain the translation parameters t_x and t_y.

   ii) Translate the object using the transformation equations:

   $$x' = x + t_x, \quad y' = y + t_y$$

   iii) Plot the transformed coordinates (x', y').

   B) **Scaling**

   i) Obtain the scaling parameters S_x and S_y.

   ii) Scale the object using the transformation equations:

   $$x' = x \times S_x, \quad y' = y \times S_y$$

   iii) Plot the scaled coordinates (x', y').

Chapter 5

Project Implementation & Result

5.1 Scene Description

The scene is designed using basic OpenGL primitives:

- **Road:** Rectangular polygons representing the Marine Drive road
- **Vehicles:** Combination of polygons and circular shapes
- **Sea:** Colored regions with animated wave motion
- **Sky:** Background color to enhance visual realism

5.2 Implementation Details

The project is implemented in C++ using OpenGL functions such as `glBegin()`, `glEnd()`, and transformation techniques. Object animation is achieved by updating position variables within the display loop. Double buffering is used to ensure smooth animation and avoid flickering.

5.3 Output

This section presents the visual output of the Marine Drive Cox's Bazar 2D graphics simulation developed using C++ and OpenGL. The simulation demonstrates multiple environmental conditions including daytime, nighttime, and weather variations such as rain. Each figure highlights specific graphical features, animation techniques, and environmental effects implemented in the system.

Figure 5.1 presents the home screen of the simulation, providing an overall view of the Marine Drive environment. The scene integrates major graphical components such as roads, buildings, coastline, vehicles, and natural elements, serving as the entry point of the system and reflecting the complete structural layout of the project.

Figure 5.2 illustrates the daytime environment of Marine Drive Cox's Bazar. Bright sky, sunlight, and clear visibility are used to simulate natural daylight conditions. Buildings, vehicles, and the sea are rendered with appropriate color schemes to enhance realism.

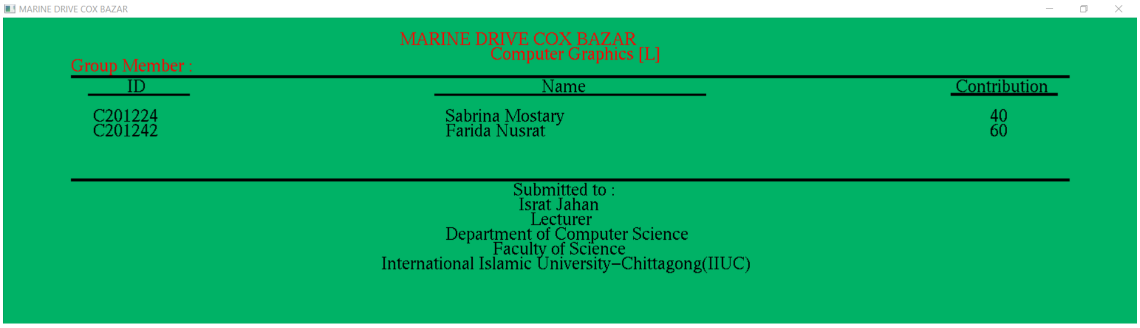

Figure 5.1: Home Page of the Marine Drive Cox's Bazar Graphics Simulation

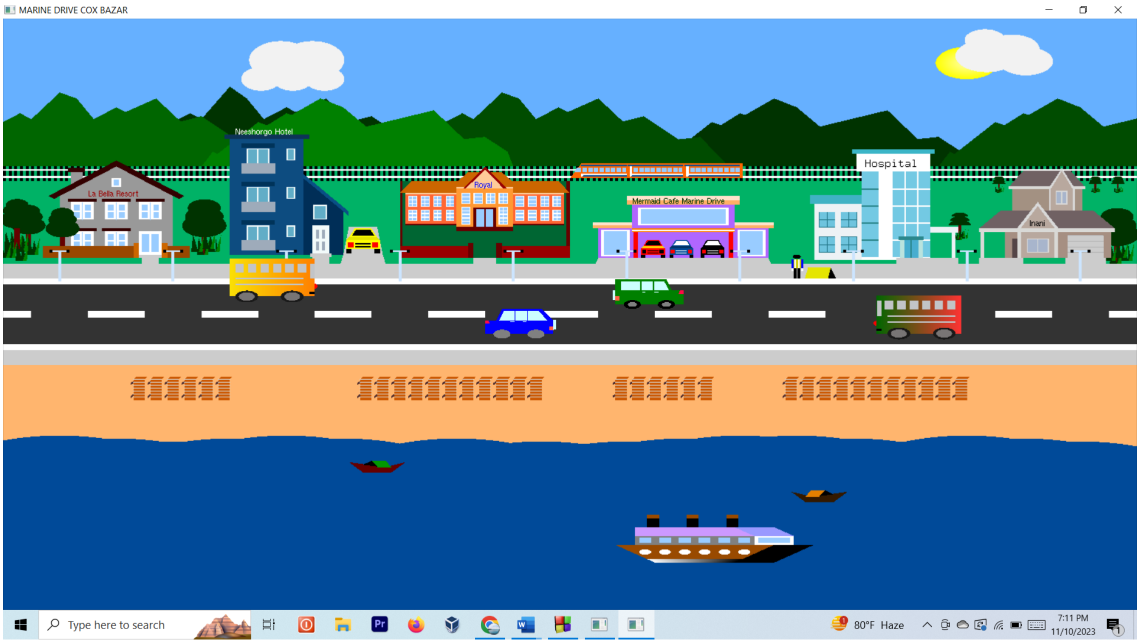

Figure 5.2: Day View of Marine Drive Cox's Bazar

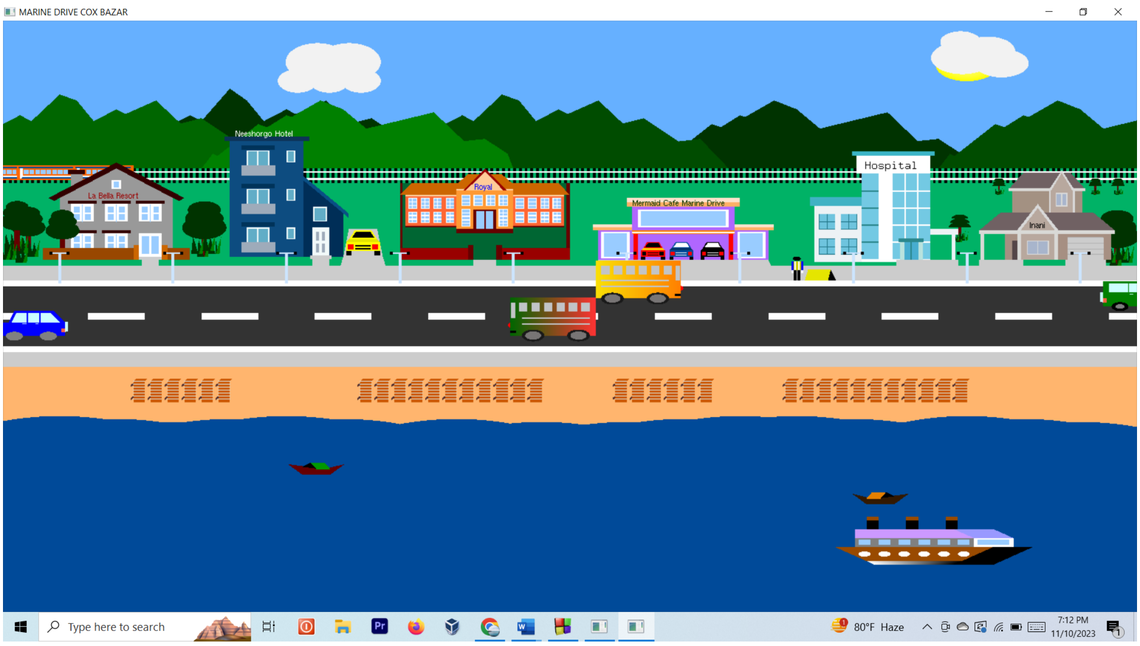

Figure 5.3: Daytime Traffic and Environment Simulation

Figure 5.3 focuses on traffic movement during daytime. Multiple vehicles, including cars and buses, are animated using translation transformations to represent real-world traffic flow along the Marine Drive road.

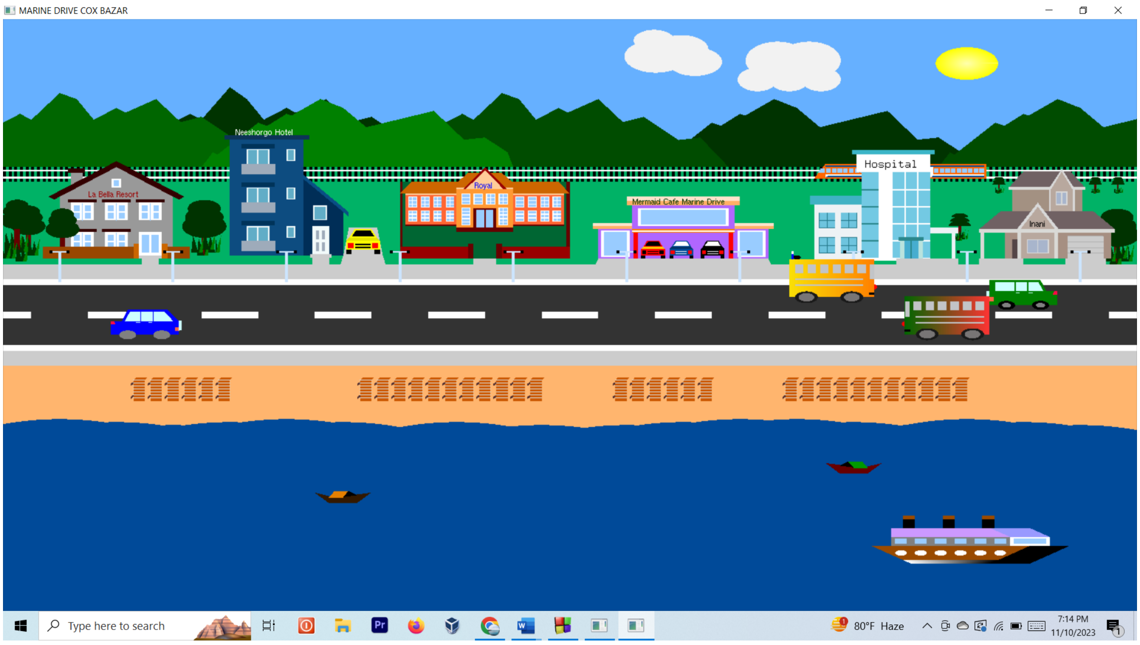

Figure 5.4: Dynamic Vehicle Movement during Daytime

Figure 5.4 highlights smooth vehicle animation and road infrastructure. Continuous motion of vehicles demonstrates the effective application of transformation and animation techniques within the graphics system.

Figure 5.5 represents a fully integrated daytime visualization combining buildings, traffic, coastline, water bodies, and surrounding natural elements. This scene demonstrates the completeness of the daytime environment in the simulation.

Figure 5.6 shows a rainy daytime scenario where rainfall effects are implemented using repetitive line animations. The cloudy sky and rain patterns create a realistic weather condition, enhancing environmental diversity in the simulation.

Figure 5.7 illustrates the nighttime environment of Marine Drive Cox's Bazar. The dark sky, moon, and stars are combined with illuminated streetlights and vehicle headlights to simulate night-time visibility and lighting effects.

Figure 5.8 demonstrates enhanced nighttime visualization with a focus on lighting effects. Street lamps and vehicle headlights are emphasized to ensure clarity and depth in low-light conditions.

Figure 5.9 presents a rainy night scenario combining rainfall animation with nighttime lighting. The contrast between light sources and dark surroundings effectively simulates adverse weather conditions during nighttime.

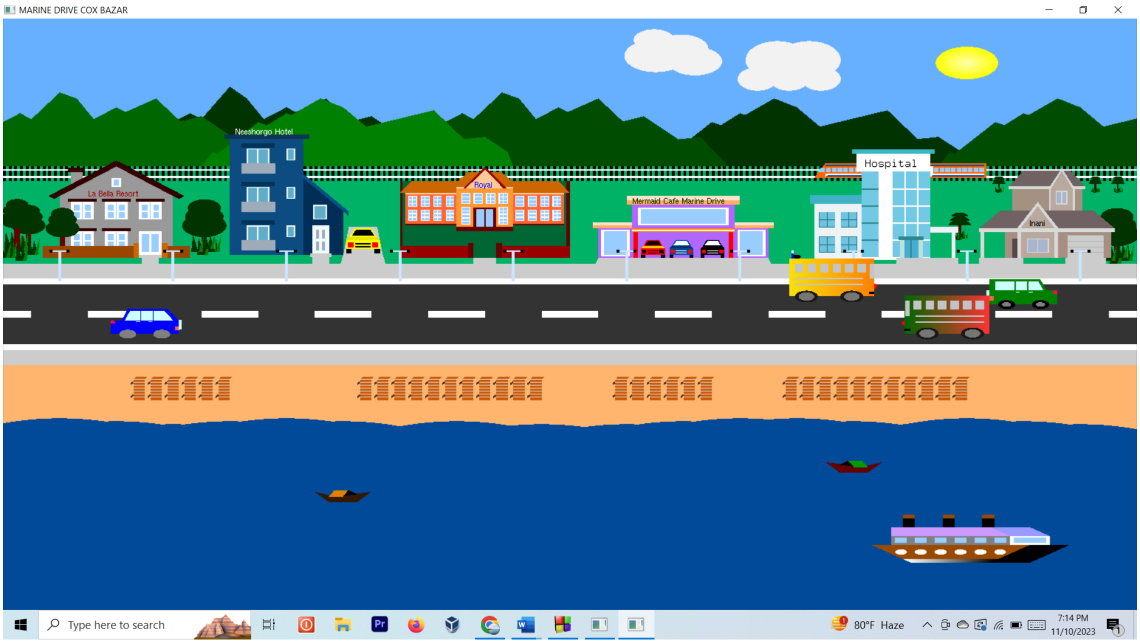

Figure 5.5: Complete Daytime Marine Drive Visualization

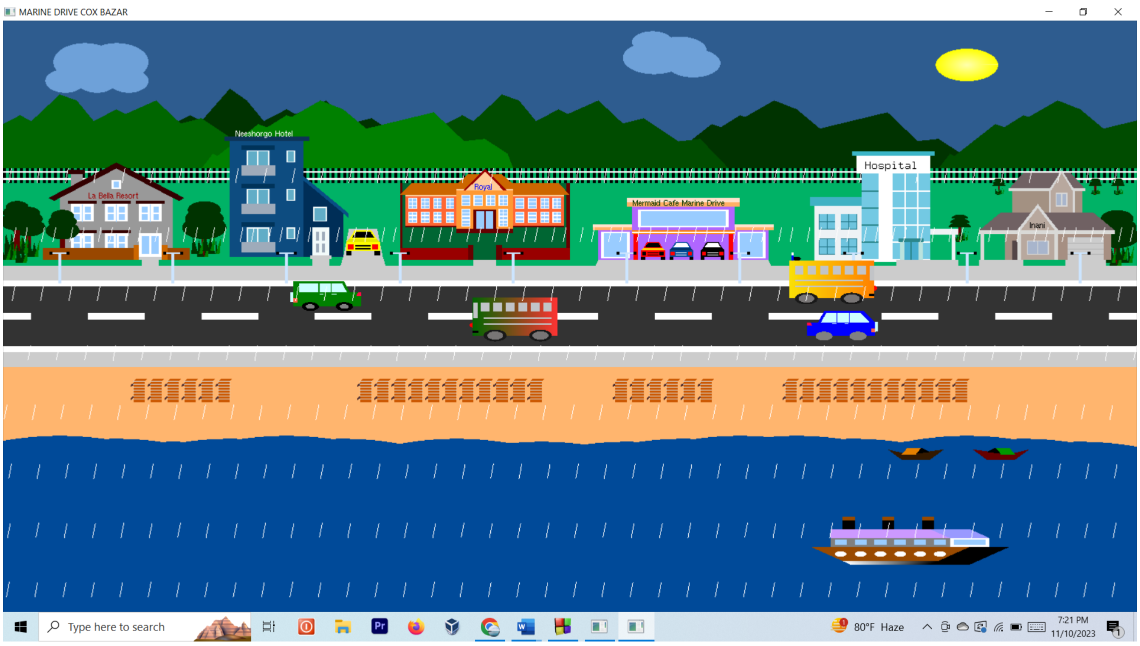

Figure 5.6: Rainy Day Scenario of Marine Drive Cox's Bazar

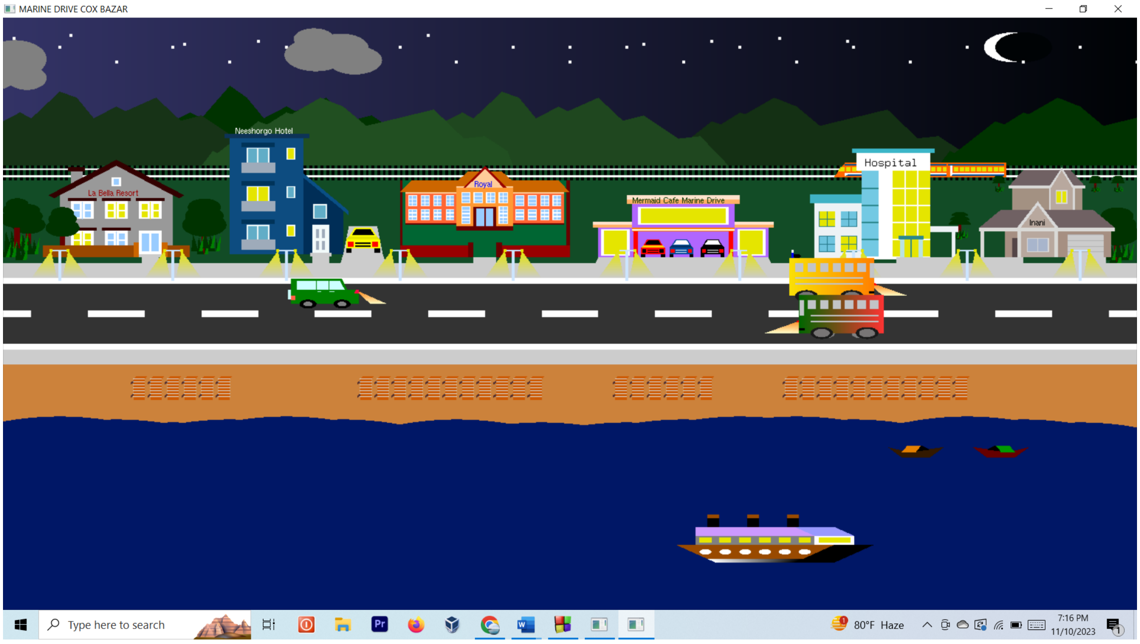

Figure 5.7: Night View with Street Lights and Vehicles

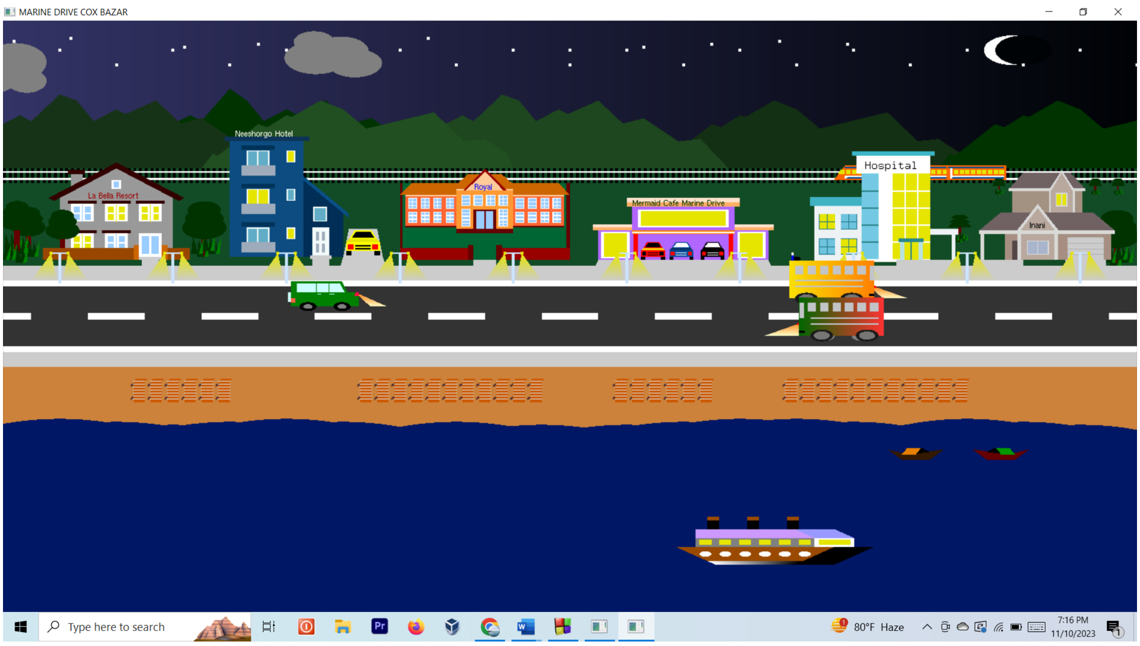

Figure 5.8: Nighttime Traffic and Lighting Effects

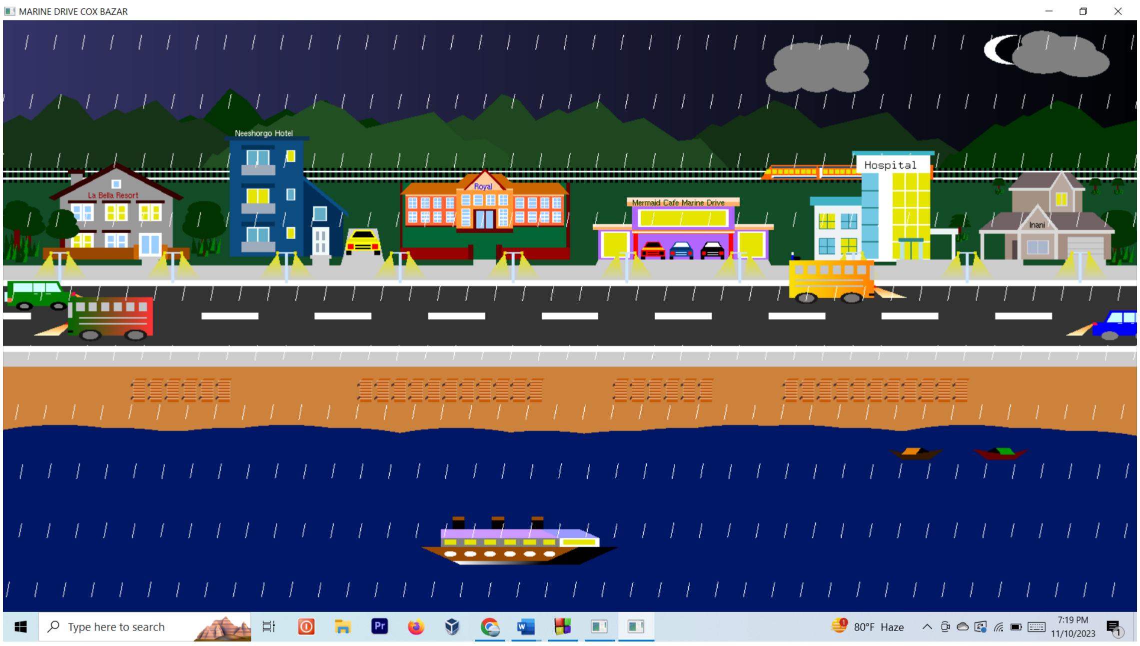

Figure 5.9: Rainy Night Environment Simulation

Chapter 6

Results and Discussion

The Marine Drive Cox's Bazar 2D graphics simulation successfully demonstrates the application of fundamental computer graphics concepts through visually realistic and interactive scenes. The system produces multiple output environments, including daytime, nighttime, rainy day, and rainy night scenarios, effectively capturing environmental variations and enhancing user experience.

The results indicate that geometric modeling techniques were efficiently used to design roads, buildings, vehicles, mountains, and coastal elements. Smooth vehicle movement was achieved using translation transformations, resulting in realistic traffic flow across different scenes. The transition between day and night environments highlights the effective use of color variation and lighting effects, where streetlights and vehicle headlights improve visibility during nighttime conditions.

Weather-based animation, particularly rainfall, was implemented using repeated line patterns, which visually represent falling rain without significantly affecting system performance. The integration of rainfall with both day and night scenes demonstrates the flexibility of the rendering process and the robustness of the animation logic. Additionally, the animated water bodies and boats contribute to the dynamic nature of the coastal environment.

Overall, the simulation achieved its intended objectives by providing a coherent and visually appealing representation of Marine Drive Cox's Bazar. The results confirm that the use of basic OpenGL functions and 2D graphics principles can effectively simulate complex real-world environments. The project serves as a strong demonstration of object modeling, transformation, animation, and environmental simulation techniques within the scope of a computer graphics course.

Chapter 7

Conclusion

This project demonstrates the successful design and implementation of a 2D graphics simulation of Marine Drive, Cox's Bazar using C++ and OpenGL. The project fulfills its objectives and provides a strong foundation for understanding fundamental computer graphics concepts.

7.1 Advantages and Disadvantages

The project offers an immersive virtual experience of Marine Drive, allowing users to explore the location interactively. Advanced graphics techniques enhance visual realism and educational value. However, high computational requirements and reliance on accurate data can limit accessibility on lower-end systems.

7.2 Limitations

High-quality graphics demand significant computing resources, which may restrict performance on less powerful hardware. Achieving perfect realism remains challenging due to complex environmental simulations such as water reflections and lighting effects.

7.3 Future Work

Future improvements include optimizing the project for mobile and virtual reality platforms, introducing user-generated content, and implementing dynamic seasonal and event-based environmental changes to keep the simulation engaging over time.