American International University of Bangladesh
Computer Graphics - Project Documentation

Course name	Computer Graphics
Course Teacher	Md Masum Billah
Section	B

Group Members:

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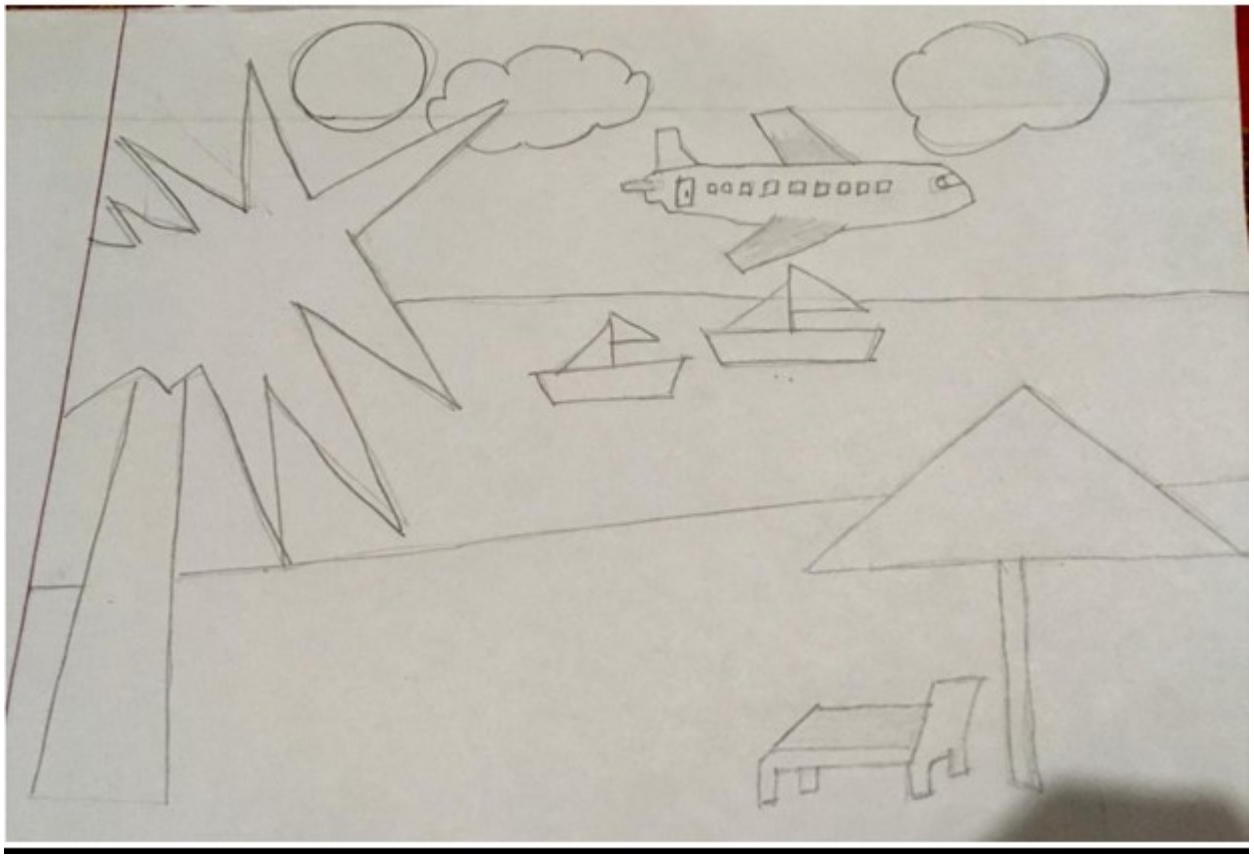
Introduction

The concept will showcase a seashore setting with a simplistic appearance. We created a scenario with three views: day, night, and evening. When the button is pressed, the rain will appear in each perspective. Each different scene will have a sound effect. When taken as a whole, it would produce an attractive sea beach scene. Our application renders the objects quickly and precisely. as well as a setting meant to resemble a beach.

Proposal

A scenario-related project. A "cox's Bazar view" real-world scenario will be shown. Mountain, seat, umbrella, sun, moon, stars at night, trees, sand, balloon, tower, and mill will all be present. There will be some sort of keyboard connection established. The scenario will start with a keyboard and a rain view.

Schematic Diagram



List Of Objects

1) Boat1
2) Boat2
3) Rain
4) Day Sun
5) Evening Sun
6) Moon
7) Cloud1
8) Cloud2
9) Bird1
10) Bird2
11) Tree
12) Umbrella
13) Seat
14) Plane
15) Balloon
16) Day sky
17) Evening sky
18) Night sky
19) Stars
20) Day sea
21) Evening sea
22) Night sea
23) Rainy sea
24) Rain Sand
25) Day Sand
26) Evening sand
27) Night sand

Functions to Represent The objects

Object	Function
boat 1	Void boat1()
boat 2	Void boat2()
Plane	Void Plane()
Rain	Void rain()
Sun	void sun()
Moon	Void Mood()
Cloud1	Void Cloud1()
Cloud2	Void Cloud2()
Bird1	Void Bird1()
Bird2	Void Bird2()
Tree	Void Tree()
Umbrella	Void Umbrella()
Seat	Void Seat()
Hot Ballon	Void Hot Ballon()
Day Sky	Void Day Sky()
Evening sky	Void Evening Sky()
Rainy Sky	Void Rainy Sky()
Stars	Void Stars()
Night Sky	Void Night Sky()
Day Sea	Void Day Sea()
Evening Sea	Void Evening Sea()
Night Sea	Void Night Sea()
Rainy Sea	Void Rainy Sea()
Rainy sand	Void Rainy sand()
Day Sand	Void Day Sand()
Night Sand	Void Night Sand()

Interactive Functions

Interactive Functions	Interaction
Update$_s un$	sun$_u pdate$
update$_b oat1$	boat1$_u pdate, boat1_m ove$
update$_b oat2$	Boat2$_u pdate, boat1_m ove$
Update$_p lane$	Plane$_m ove, Plane_u pdate$
update$_m oon$	moon$_m ove, moon_u pdate$
update$_c loud1$	Cloud1$_u pdate$
update$_c loud2$	Cloud2$_u pdate$
update$_h otballoon$	hotballoon$_u pdate$
update$_b ird1$	Bird1$_u pdate, bird1_m ove$
update$_b ird2$	Bird2$_u pdate, bird2_m ove$
update$_r ain$	rain$_m ove, rain_u pdate$

Task Assignment and Codes of Functions

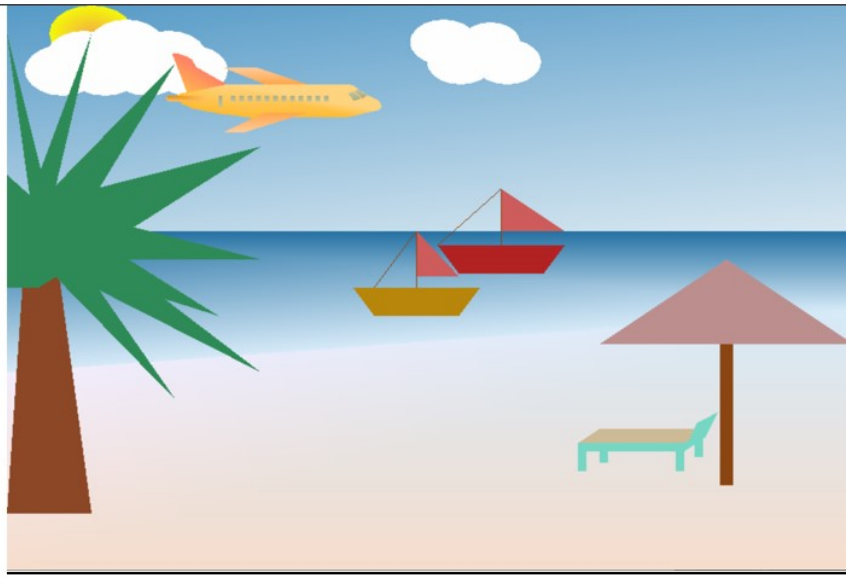
Contribution Table:(per Percent)

Member-1	Member-2	Member-3	Member-4	Total
25	25	25	25	100

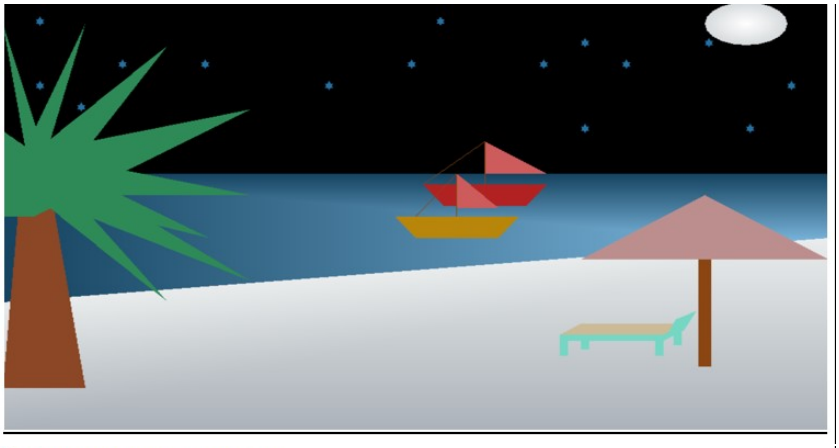
Name/ID	Contribution On project
Hrichik Paul 20-41940-1	**1** Night sea **2.** Evening sea **3.** Rainy sea **4.** Cloud1 **5.** Big tree **6.** Umbrella **7.** Stand **8.** Boat1 **9.** Boat2
kakon, Khairul Islam 20-42438-1	**1.** Ship1 **2.** Rain **3.** Bird **4.** Evening sky **5.** Night sky **6.** Sea texture **7.** Sea wave **8.** Day sand texture **9.** Event Handler
Md. Rahamatullah 19-40946-2	**1.** Evening sea **2.** Night sea **3.** Day mountain **4.** Evening mountain **5.** Night mountain **6.** Night sand **7.** Evening sand **8.**Night sand texture
Foysal	**1.** Ship2 **2.** Seat **3.** Umbrella **4.** Stars **5.** Tree **6.** Tower **7.** Day sand

Output

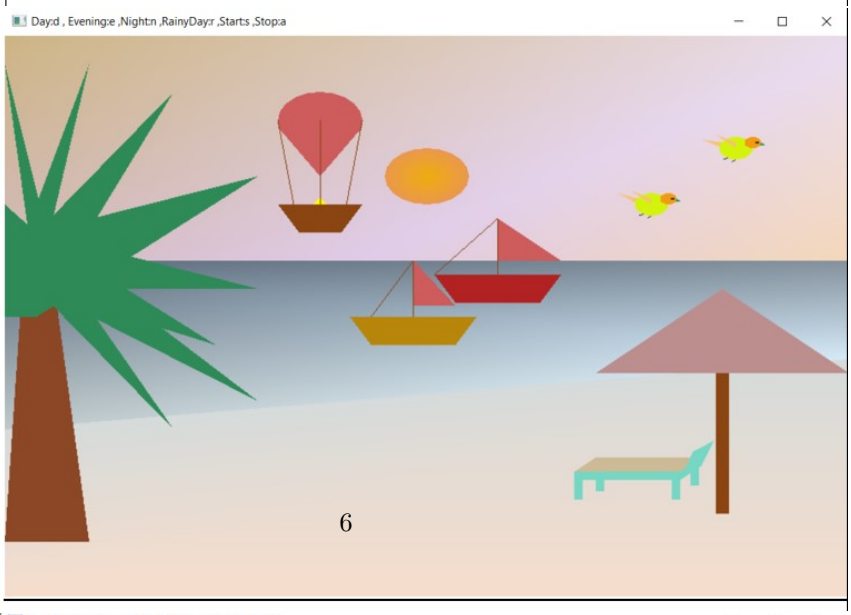
Day View



Night view



Evening View



Rain view