

**SSN COLLEGE OF ENGINEERING, KALAVAKKAM**  
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**  
**UCS1712 – COMPUTER GRAPHICS LAB**

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**Lab Exercise 9: 3-Dimensional Projections in C++ using OpenGL**

Write a menu driven program to perform Orthographic and Perspective projection on any 3D object.

Set the camera to any position on the 3D space. Have (0,0,0) at the center of the screen. Draw X , Y and Z axis.

Use `gluPerspective()` to perform perspective projection. Also, can use inbuilt functions for 3D transformations.