**ABSTRACT**

The implementation of the OpenGL to display a "REAL WORLD MODEL OF A BICYCLE". This programs basically based on the graphics and graphics OPEN GL library functions. The programming Language is used here is C/C++.  
  
The main theme of project is as follows:  
  
The REAL WORLD MODEL OF A BICYCLE can be controlled with the help of the keyboard and Mouse. In this we can Unlock the Bicycle. We can Rotate the Handle of the bicycle by Clockwise and Anti Clockwise. The Object can be viewed by using Right arrow, Left arrow, Up arrow and Low arrow of the keyboard for moving the camera respectively. Also we can do the movement of the Bicycle such as Forward and Stop. Also we can perform acceleration and breaking system and using Mouse we can change the scene of the window.  
  
This type of mini projects provides us the knowledge of importance of computer graphics in creating a scenario and utilizing it properly.