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ABSTRACT

Lock and Key is an interactive 3D game demonstrating the different types of transforms once can perform for construction of 3D models and animations inside OpenGL. Lock and Key consists of two types of locks, a padlock and a pattern lock. The padlock consists of 3D models of a lock and multiple keys and animations of locking and unlocking. The application user can rotate the entire model using key functions. To unlock the lock, the user must first find the correct location and rotation of the correct key and set it accordingly. The pattern lock consists of three cylinders, each with six patterns. Upon selecting the right pattern through the cylinders, the pattern lock is unlocked.

TABLE OF CONTENTS

Sl. No.	Contents	Page No.
1	Acknowledgement	i
2	Abstract	ii
3	Contents	iii
4	List of Figures	iv
5	Chapter 1 : Introduction 1.1 Introduction to Computer Graphics. 1.2 OpenGL	1
6	Chapter 2 : Project description 2.1 Software and Hardware Specification 2.2 System Design	5
7	Chapter 3 : APIs used 3.1 GLUT API's 3.2 GL API's	7
8	Chapter 4 : Project implementation 4.1 Functions used	11
9	Chapter 5 : Source Code	12
10	Chapter 6 : Sample Output	19
11	Conclusion	21
12	Bibliography	22

LIST OF FIGURES

Fig. No.	Name of figure	Page No.
1.1	OpenGL architecture	3
1.2	Library organization of OpenGL	4
2.1	System architecture	6
6.1	Front page	19
6.2	Padlock in locked state	19
6.3	Padlock in unlocked state	19
6.4	Pattern lock in locked state	20
6.5	Pattern lock in unlocked state	20