



AMERICAN INTERNATIONAL UNIVERSITY–BANGLADESH (AIUB)

Faculty of Science and Technology (FST)

Department of Computer Science

Course Name: Computer Graphics

Project Title: Castle Scenario with OpenGL

Section: O

Group: 11

Group Members:

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Date of Submission: 21-11-2021

Castle Scenario

We are going to create a castle which is the main subject of our project. After that we will create surrounding environment . we are going to create some hills , trees and river to decorate the ground area. We will create birds, clouds, sun, moon and stars to decorate the sky. There will be 3 different weathers according to morning , evening, and night. After creating the whole scenario, we will add some animation to make the project more attractive. In every object color combination is one of our main focuses to illuminate everything perfectly.

Here is a sample sketch of output of the project .

Sample Sketch of output:

