CHAPTER 7

CONCLUSION

This project was done to have an idea about Computer graphics using OpenGL. This project helped us to understand the concepts behind OpenGL and its programming. It also helped us to implement concepts in our project such as translation, drawing objects on the window screen using points, lines, polygon on the objects. This has given us a brief insight as to how programs, involving graphics, are written using OpenGL.

This project was a demonstration to show that OpenGL can be used to implement graphics which can be applied in various fields such advertising industries to endorse company's products animation studios to make animated films, cartoons, gaming industries by displaying use of high-end graphics in designing games, in engineering, architecture, medical fields by creating real-time models for better understanding, clarity and bringing out fresh, new ideas to enhance them.

Many improvements can be thought of to this project, such as including the Day and night effect of nature. Care was taken to avoid bugs. Bugs may be reported to creator as the need may be. So, we conclude on note that we are looking forward to develop more such projects with an appetite in learning more in computer graphics.

REFERENCE

Books:

- Edward Angel's Interactive computer Graphics Pearson, A Top-Down Approach, 5th Edition, Addison-Wesley, 2008.
- F.S. Hill Computer Graphics Using OpenGL, Pearson Education, 2001.
- OpenGL Super Bible! By Richard S. Wright, Jr. and Michel Sweet.
- OpenGL Programming Guide (Addison-Wesley Publishing Company). The Official Guide to learning OpenGL, Version 1.1 -2nd edition.