REPORT ON

How to draw a complete room by using OpenGL?

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Abstract:

To demonstrate the room with full room instrument by using open-GL APIs.

About Computer Graphics:

- A powerful tool for the rapid and economical production of pictures.
- Computer Graphics Is a generalized tool for drawing and creating pictures.
- Simulate the real world situations within a small computer window.

About OpenGL:

- OpenGL is a device and operating system independent library for 3D graphics and rendering.
- OpenGL is a standard specification defining a cross-language, cross-platform API.
- The interface consists of many different function calls which can be used for building application programs.
- OpenGL is portable to many platforms and callable from many programming languages.

Introduction:

Aim: To develop a graphics package that utilizes the features of the computer graphics.

Objectives: The main objective this project is to graphically illustrate the complete.

Design and Implementation:

Built-in Library Function:

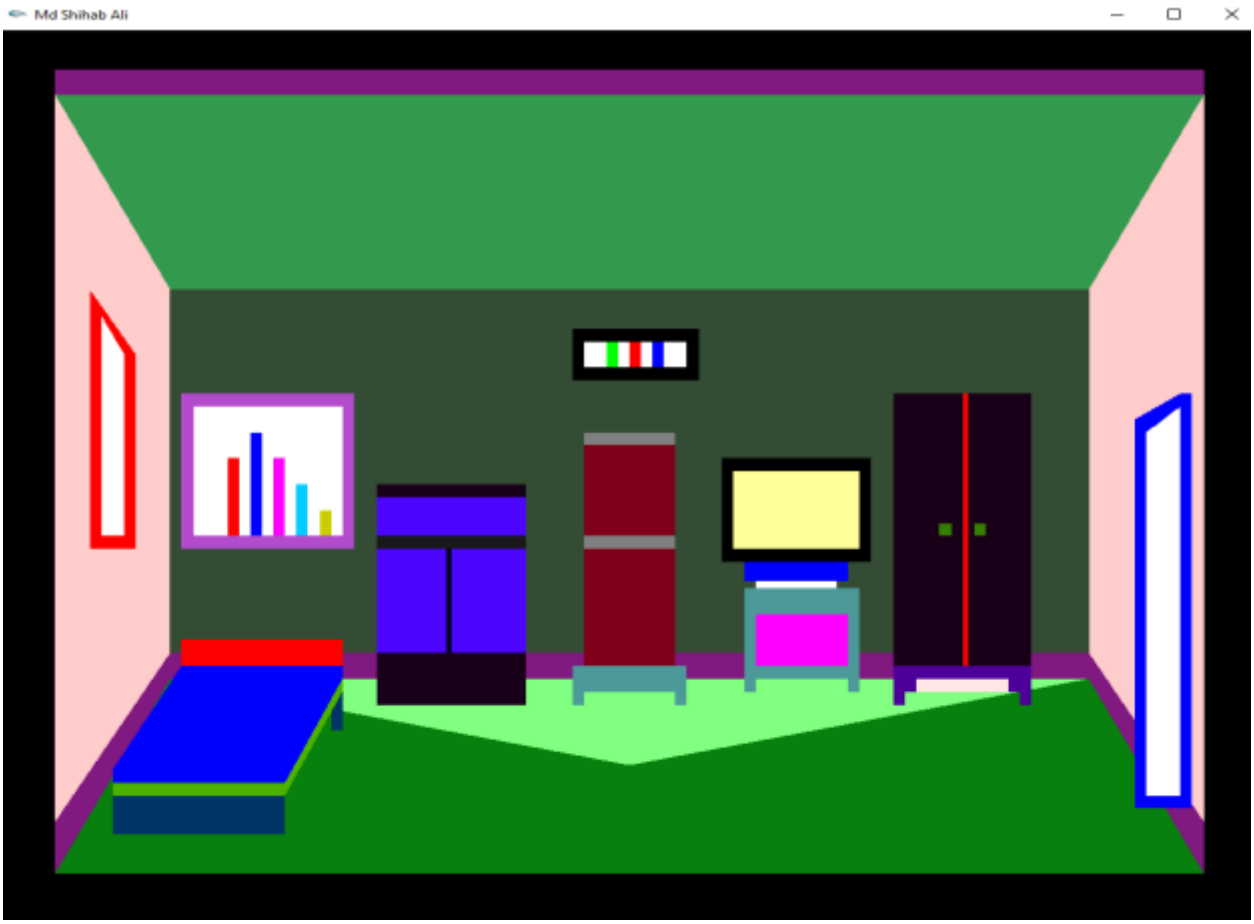
- glColor3f (0.0, 0.0, 0.0);
- glBegin(GL_POLYGON);
- glVertex2d (x,y);
- glClear(GL_COLOR_BUFFER_BIT);
- glClearColor(0, 0, 0, 0);
- glMatrixMode(GL_PROJECTION);
- gluOrtho2D(0, 110, 0, 70); // for setting the transformation which here is 2D
- glutInit(&agrc, argv);
- glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
- glutInitWindowPosition(100, 50);
- glutInitWindowSize(1000, 900);
- glutCreateWindow("Md Shihab Ali ");
- init();
- glutDisplayFunc(display);
- glutMainLoop();
- glEnd();
- glFlush ();

User defined functions:

- room ();
- BED();
- //Window();
- almira();
- freezer();
- TV();

- ShowCase();
- WallMate();
- WallMate2();
- door();

Results:



Conclusion & Future scope:

The very purpose of developing this project is to exploit the strength of OpenGL graphics capabilities and to implement the Complete room

This package can be made more effectively for operators used in many computer languages like C, C++, etc, and can be made 3D