**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

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**CG MINI PROJECT SYNOPSIS**

**ON**

**" AEROPLANE CRASH "**

**Submitted in partial fulfilment of the requirement for the award of the Degree of**

**BACHELOR OF ENGINEERING**

**IN**

**COMPUTER SCIENCE & ENGINEERING**

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**ABSTRACT**

The main aim of Aeroplane Crash Computer Graphics Mini Project is to illustrate the concepts and usage of pre-built functions in OpenGL.It shows how an aeroplane is crashed on to a building**.**

The co-ordinates of the aeroplane is calculated and constructed using OpenGL Primitives like GL\_LINES,GL\_POLYGON,GL\_LINE\_LOOP.It also uses functions such as glPushMatrix(),glTranslate(),glPopMatrix(),glutTimerFunc().A display list is constructed for each of these objects. These display list are used whenever an aeroplane or building has to be constructed. The objects are building,aeroplane and road.The object aeroplane has the movement and the other objects are stationary.

**PURPOSE OF THE PROJECT**

This project is used to illustrate the concepts and usage of different functions available in OpenGL with C++.

**OBJECTIVE:**

The main goal of the project is to represent the concepts learned in the OpenGL.OpenGL is an intermediate between the user and the hardware. OpenGL is an application programming interface used to render 2D or 3D objects. By using OpenGL API we can create graphical videos, games, animation and various other application.

**SCOPE OF THE PROJECT:**

The future scope of this project is:

➢ 3D-MAP: This project can be modified and a lot of other objects can be added like trees, boundary walls, multiplexes, roads etc.

➢ GAME: This program can be developed into a fully-fledged game like counter strike, PUBG

**SOFTWARE REQUIREMENT:**

• Operating System : Windows OS / UBUNTU

• Language : OpenGL Library

• Compiler : Eclipse / Microsoft Visual Studio C++

**HARDWARE REQUIREMENT:**

• Processor : Pentium PC

• RAM : 512MB

• Hard Disk : 20GB (approx.)

• Display : VGA Color Monitor

**BIBLIOGRAPHY&REFERENCES**

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