"SEA PORT USING MODERN OPENGL (3.3)"

OUTLINES

- Introduction

- Keyboard Controls

- Features

INTRODUCTION

- OpenGL 3.3 is used to simulate Sea port in computer graphics.

- Basic objects that are created in this project are as below –

1. Sea
2. Sand
3. Road
4. Truck

5. Ship
6. Container
7. Craine
8. Stop Bar

KEY CONTROLS(VIEW)

- Press W: Forward
- Press S: Backward
- Press A: Left
- Press D: Right
- Press I: Up
- Press K: Down

- Press X: Pitch up
- Press V: Pitch down
- Press Y: Yaw left
- Press U: Yaw right
- Press Z: Roll left
- Press B: Roll right

KEY CONTROLS(LIGHTING)

- Press 1: Direction Light

- Press 2: Point Light

- Press 3: Spot Light

- Press 4: Ambient

- Press 5: Diffuse

- Press 6: Specular

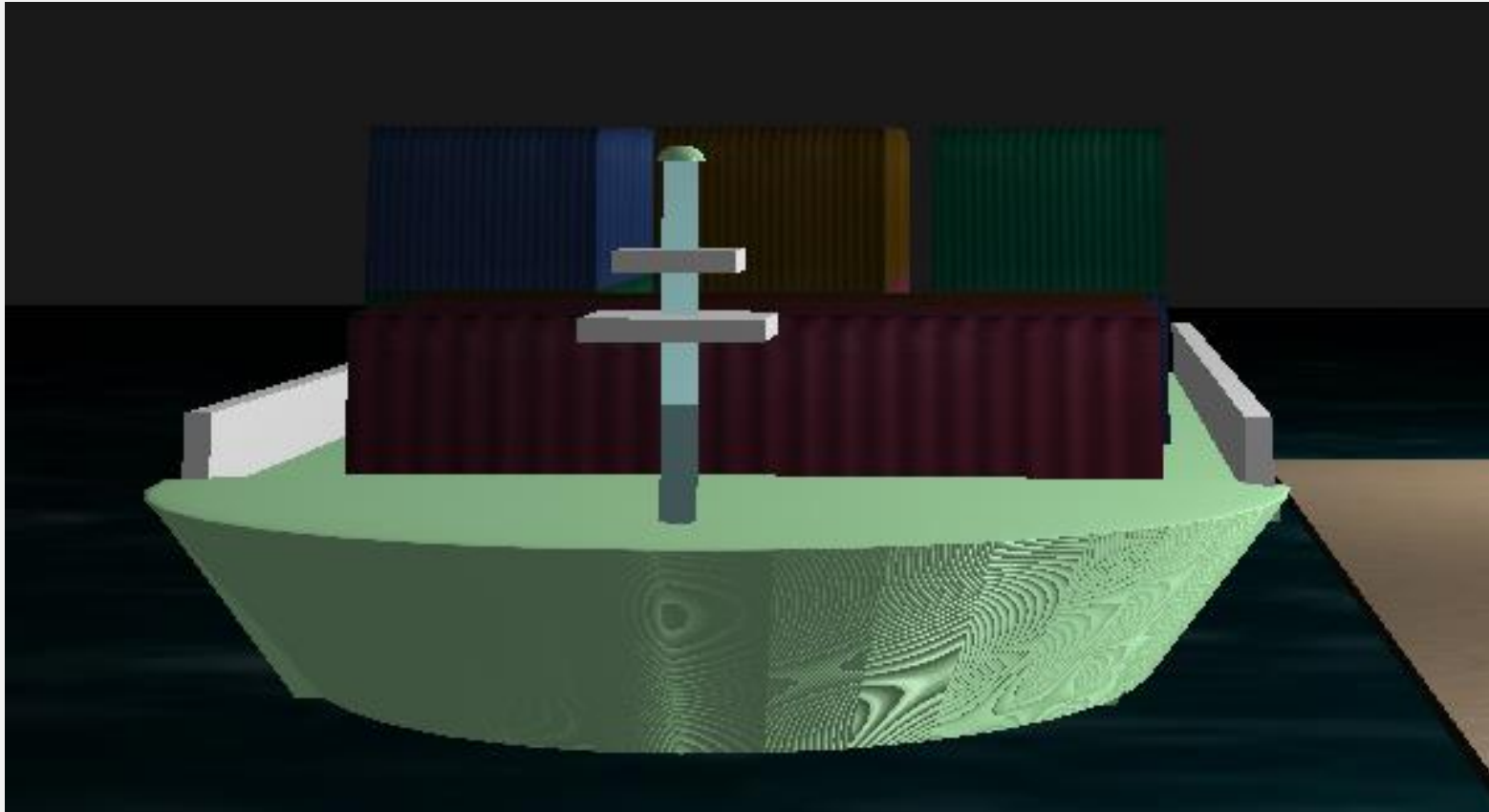# FEATURES

Figure 1: Sea port Overview

FEATURES (CONTD.)

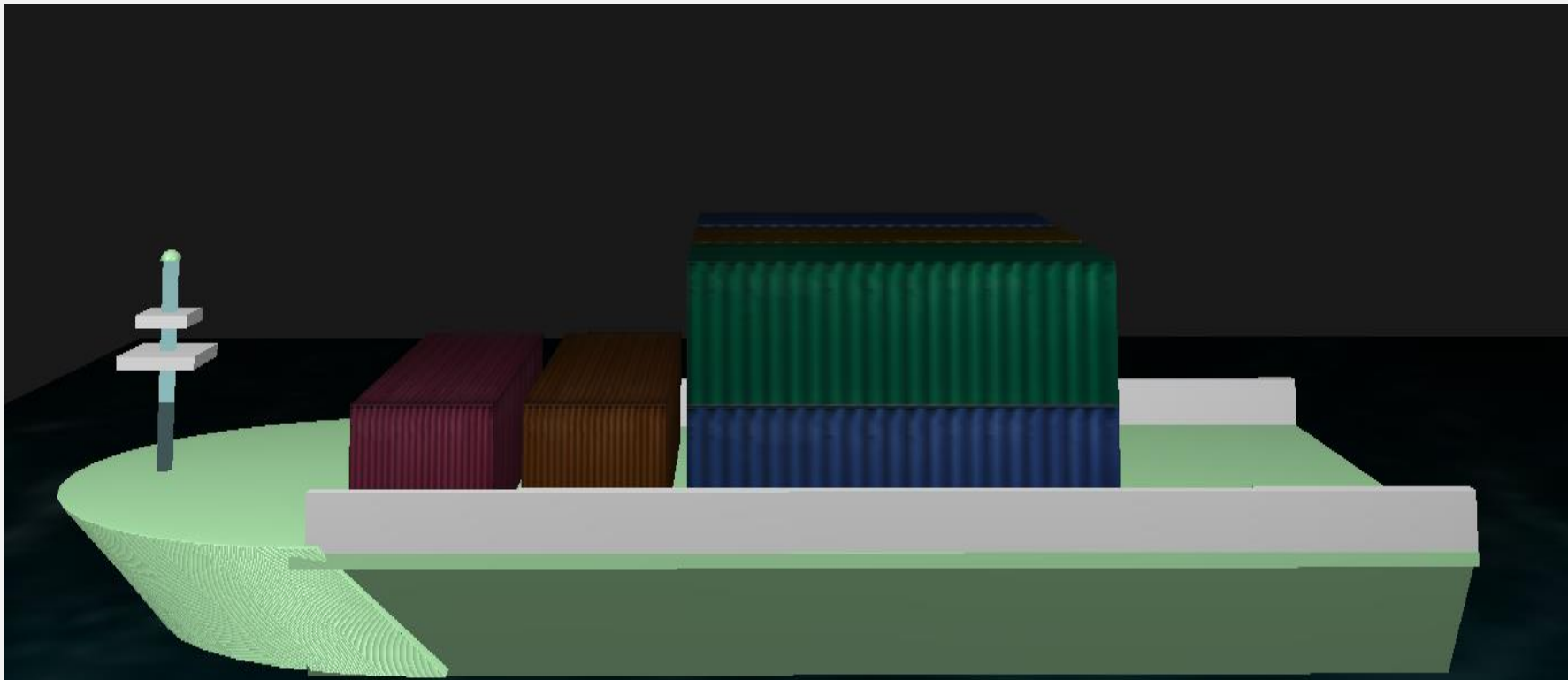Figure 2: Ship (front view)

FEATURES (CONTD.)

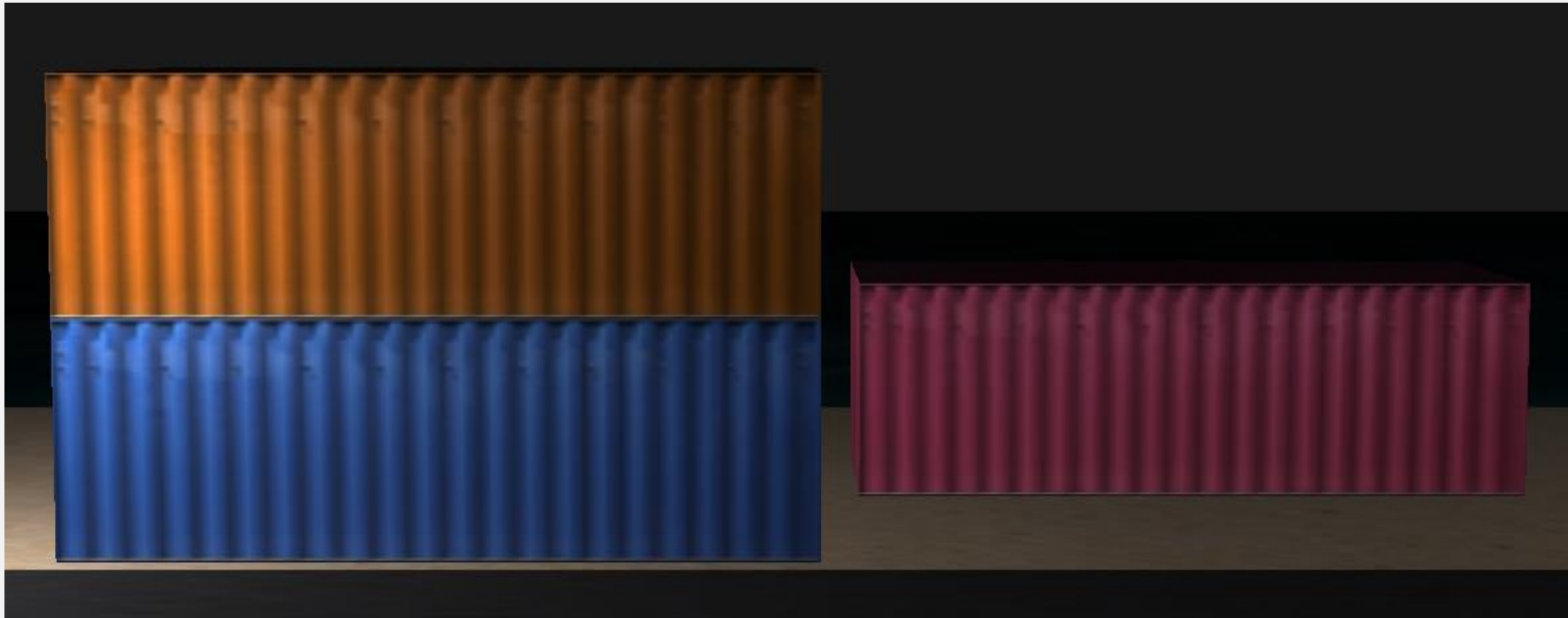Figure 3: Ship (side view)

FEATURES (CONTD.)

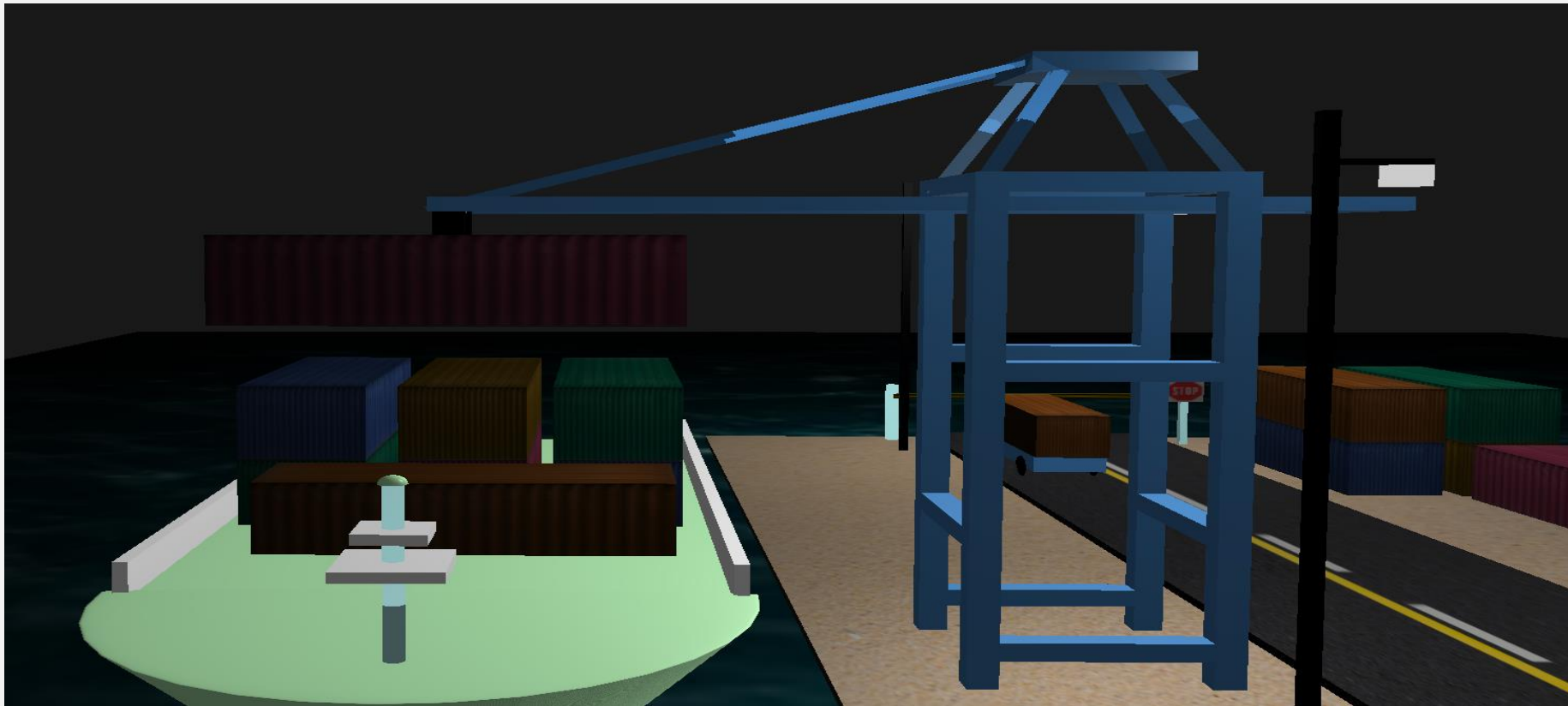Figure 4: Containers

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Figure 5: Craine pulling up container from ship

FEATURES (CONTD.)

Figure 6: Truck carrying container

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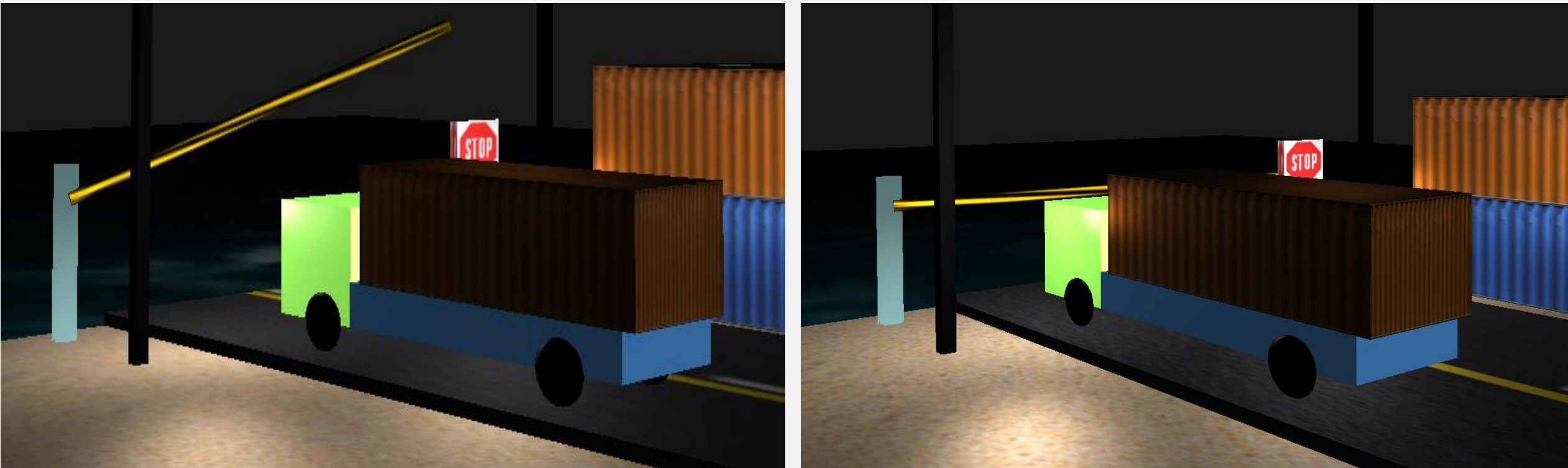
Figure 7: Stop Bar

FEATURES (CONTD.)

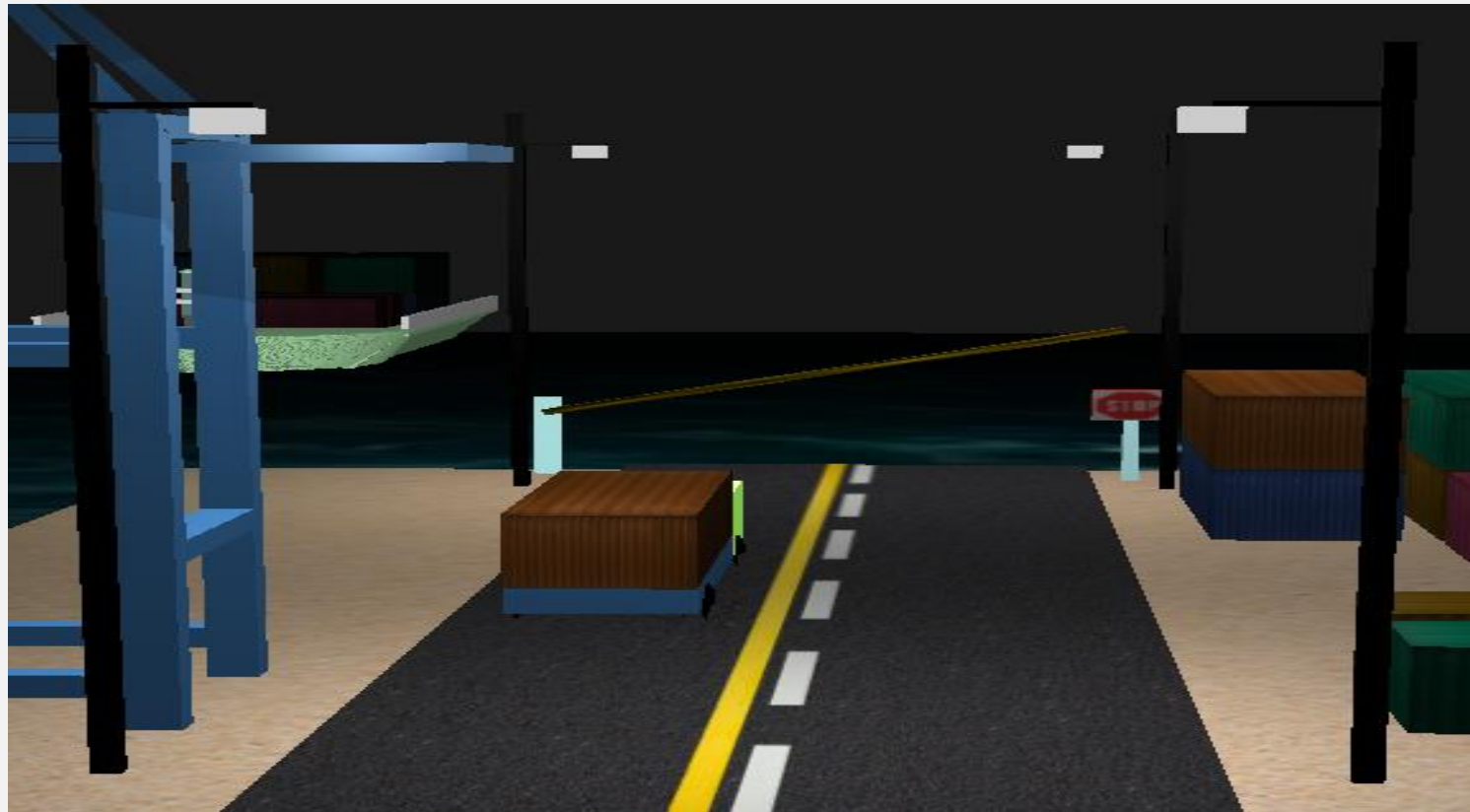Figure 8: Truck stopping at Stop Line

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Figure 9: Road Lights

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Figure 10: Sea port Overview with Moon

REFERENCES

- https://learnopengl.com

- https://en.wikipedia.org/wiki/Computer_graphics

THANK YOU