

Noman Niazi / M00566056

Aim: To demonstrate that you can use Open GL to draw 2D primitive shapes and transform them, and animate them over a number of scenes using various animation and viewing techniques.

- I have multiple scenes in my animation for the BRITISH PILOT SCHEME.
- I have implemented all basic techniques such as **double buffering, transformation, and multiple viewports.**
- I have **more than 3 frames** and the total length of the advert is **1:38 minutes.**
- I have also added advanced techniques such as **tweening, particle system, rotation, translation.**

The work being submitted is my own work and have gotten some help from [rain2015](#) file in myunihub that sir put up for use to have a look at.