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**ABSTRACT**

This project is designed and implemented using OpenGL interactive application that basically deals with providing the graphical interfaces between user and system. The mini project “OpenGL Utility Toolkit” is the implementation of the geometrical built-in functions.

The geometrical objects are drawn with different colors and are oriented as solid as well as wired objects. They are subjected to different transformations, to demonstrate Scaling, Translating and Rotation operations in all directions.

We use mouse interface to perform select operation among the menu (list of choices). We will introduce keyboard interaction to rotate, zoom in, zoom out, reset, full screen, Exit and move the objects in all direction from program output in various snapshots.

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