

**AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH**  
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



# Computer Graphics Project Documentation

## Title Report - Ocean and city view

<b>Course Name</b>	<b>Computer Graphics</b>
<b>Section</b>	<b>B</b>
<b>Course Tutor</b>	<b>Md Masum Billah</b>

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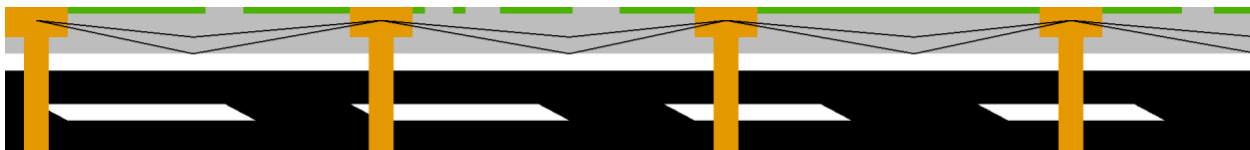
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## **Introduction**

The project is based on Ocean and City's View and its surrounding scenario and beauty. There has a river and houses beside the road. The trees may visible in the scenario though besides the houses. In this view, the car would move from one direction to another. In the river, the boat would move from one direction to another. In addition, In the night view, the moon would enter the scene in the dark sky. However, the rainfall scenario would express the dark gloomy weather where the clouds may turn into the dark shade in the gloomy sky.

## Schematic Diagram

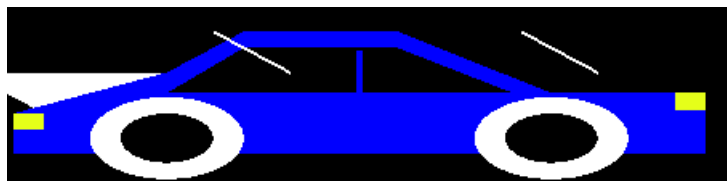
Road



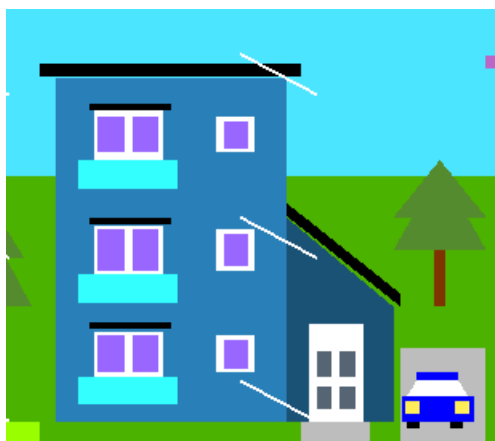
Tree



Car



House



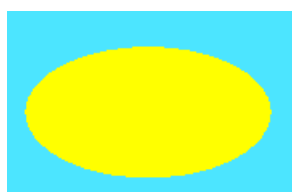
Hill



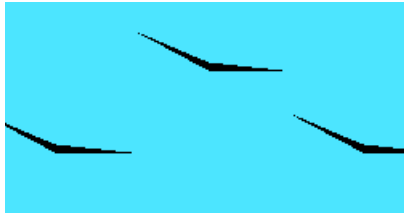
Swing



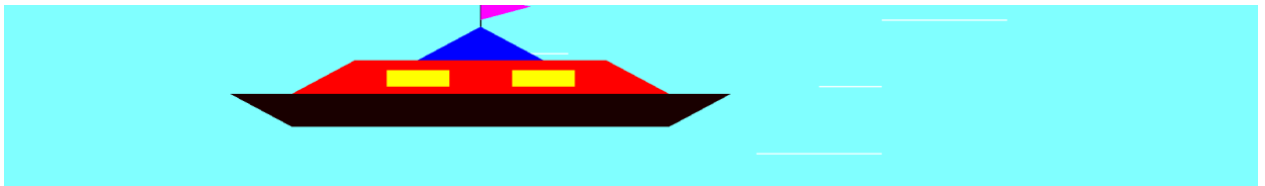
Sun



Birds



## River and Boat



## List of object

- 1) Lamp
- 2) Road
- 3) Truck
- 4) Car
- 5) Moon
- 6) Star
- 7) Boat
- 8) Water
- 9) Bird
- 10) Cloud
- 11) Tree
- 12) Field
- 13) Building part
- 14) Chair
- 15) Hill
- 16) Rain

## Funtion to represent the object

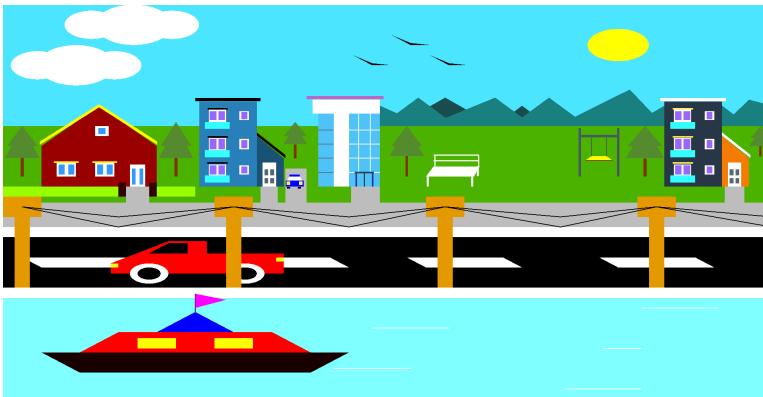
- |                   |  |
|-------------------|--|
| 1) Lamp           | <code>drawLamp()</code>                            |
| 2) Road           | <code>drawRoad()</code>                            |
| 3) Truck          | <code>drawTruck(),drawTruckLight()</code>          |
| 4) Car            | <code>drawCar(),drawCarLight()</code>              |
| 5) Moon           | <code>moon()</code>                                |
| 6) Star           | <code>star()</code>                                |
| 7) Boat           | <code>drawBoat()</code>                            |
| 8) Water          | <code>water(),waterLineNight(),waternight()</code> |
| 9) Bird           | <code>bird()</code>                                |
| 10) Cloud         | <code>cloud(),cloudNight()</code>                  |
| 11) Tree          | <code>tree()</code>                                |
| 12) Field         | <code>field()</code>                               |
| 13) Building part | <code>buildingPart()</code>                        |
| 14) Chair         | <code>chair()</code>                               |
| 15) Hill          | <code>hill()</code>                                |
| 16) Rain          | <code>rain()</code>                                |

Contribution Table

1) Member-1	25 Percent
2) Member-2	25 Percent
3) Member-3	25 Percent
4) Member-4	25 Percent

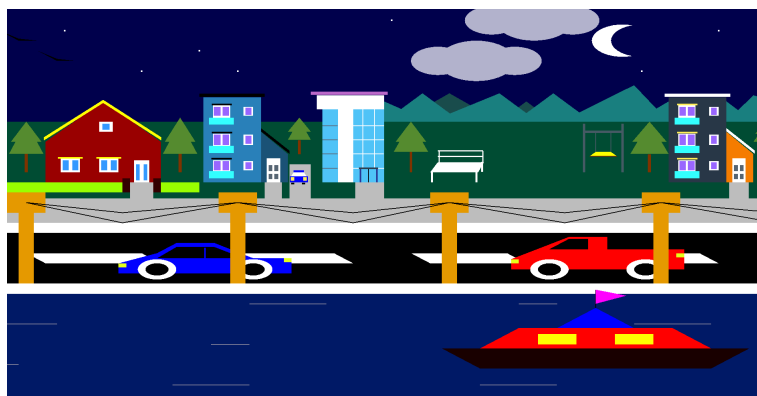
Output

Day view



Night view





### Headlight on



### Headlight off



### Conclusion

In this computer graphics project, we have used glut to create an Ocean and City View.

We've demonstrated how to create the Ocean and City View utilizing code blocks and several capabilities. We made every effort to create a genuine Ocean and City View situation for this project.

## Bibliography