**CONCLUSION**

A“**SHADOW CUBE”** Graphics application has been developed using OpenGL.The illustration of graphical principles and OpenGL features are included and application program is efficiently developed. The aim in developing this program was to design a simple program using OpenGLApplication software by applying the skills we acquired in class, and in doing so, to understand the algorithms and the techniques underlying interactive graphics in a better way. The designed program will incorporate all the basic properties that a simple program must possess. The program is extremely user friendly as the only skill required in executing this program is the knowledge of graphics. It mainly gives us an idea about graphics, rotation, coloring, polygons, solids, menu, keyboard and mouse interfaces.

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**FUTURE ENHANCEMENT**

* Shadow cube are used basically for explaining shadow of the cube and light in different cases. For this project we can implement the light and even the graphics to be more realistic. Many modern television systems, media players and other entertainment systems have a form of light integration.
* This project describes any contingencies that might arise in the design of the system that may change the development direction. Possibilities include lack of interface agreements with outside agencies or unstable architectures at the time this document is produced. Address any possible workarounds or alternative plans.
* This project shadow over the figure with cube describes the checked patterned background and on floor with yellow and blue color combination. The rectangular cube colored pale red , keep on rotating on the axis . Light can be given to cube and the patterned wall , it can be toggled . The shadow can be clearly visible even when the cube is in motion . The motion in the shadow is effective .

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