**Title: Bangladesh Parliament**

Group: 4

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Introduction:

Only vector images are used in computer graphics. Keep in mind that raster images are only rasterized and then projected on the projector. Only raster images are shown on the projector. Raster images are made up of a series of pixels. Vector images, on the other hand, are created using mathematical formulas rather than pixels.

There are some basics definitions about Computer Graphics.

GL (Graphics Library): Library of 2-D, 3-D drawing primitives and operations API for 3-D hardware acceleration.

GLU (GL Utilities): Miscellaneous functions dealing with camera set-up and higher-level shape descriptions

GLUT (GL Utility Toolkit): Window-system independent toolkit with numerous utility functions, mostly dealing with user interface.

Proposal:

***Parliament***

In this project, we design a scenario of a parliament, and its outside looks. In this project scene, we have a parliament building and a flag, and some trees. Also, to complete the scenario, we have some rickshaws and moving cars along the road. We also designed fields and grass as well. Rather than that we have light blue skies, clouds, and birds. Another feature that’s being added is the addition of rain, with a click of a button we can change our scenarios from day to night to rain.

List of objects:

1. Parliament Building.
2. Flag.
3. Tree (Big tree).
4. Car.
5. Bus
6. Cloud
7. Birds
8. Sun.

9. Star

    10.  Sky

    11. Road

12. Fuchka stall

13. Light

14. Grass

15. Roadside person

16. Rickshaw

18. Field

19. Star

20. MAIN Door

21. Moon

22. Tree (Small tree)

23. Lamp

24. Boundary wall

25. Rain

Conclusion:

We have seen the parliament building and its outside look at the end of this project. We've shown that by using code blocks and different functionalities, we can build a parliament building. By using the keyboard function, we can change our scenarios easily (from day to night to rain). To construct a believable situation, the items should travel in various directions***.***