

LIFE CYCLE

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LIFE CYCLE

AIM OF PROJECT	This project aims at describing the life cycle of a common person with the help of a character named SUDO. In this project Sudo covers all the basic life experiences and changes which we humans encounter during our life cycle. If this project needs to be categorized then the category under which it falls will be - A short film, but that in graphics mode and made with OpenGL.
PROGRAMS RELATION WITH GRAPHICS	OpenGL language is used in making of this project. And it uses various advanced tools of Computer graphics.
PLATFORM & LANGUAGE	LINUX. OpenGL
PROGRAMS RELATION WITH REAL LIFE USES	ENTERTAINMENT - Cartoon Animations, Games, Movies. INFORMATION VISUALIZATION - Graphs, pie charts, histograms. OTHERS - Scientific Visualization, Computer Aided Designs.
ADVANCED GRAPHICS TOOLS USED IN THE PROGRAM	ADVANCED GRAPHICS TOOLS - Image Processing Rendering Animations 2D Transformations
SYSTEM REQUIREMENT	OpenGL 3.3 (Windows). OpenGL / Glut 3.3 (Linux).
COMPILE AND RUN	\$ g++ sudo.cpp -lglut -lGL \$./a.out
ADDITIONAL INFORMATION	PLATFORM - LINUX LANGUAGE - OPENGL

ABOUT THE LANGUAGE AND PLATFORMS

LINUX - It's a category of open source operating systems. Which are among the best or I can say the best operating systems available and that so for free (unlike Windows OS and Mac OS). There are over 960 operating systems falling under the category of LINUX and each one of them is unique and can be used for different purposes. They support most of the hardware's and are really fast in processing and execution of programs. Operating system used to make this program is UBUNTU 15.04 Gnome.

OpenGL - It's the most powerful language available for Computer Graphics and to prove this statement we can see that all the operating systems runs on OpenGL to display their Graphics output and its by default installed in every OS so as to display Its GUI (graphical user interface).

SCREENSHOTS

Some screenshots of the program.



