AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH

COMPUTER GRAPHICS – PROJECT DOCUMENTATION

Course Name	Computer Graphics
Section	J
Course Tutor	ANEEM AL AHSAN RUPAI

Group Members Information: 04

Name	ID
MD. RAKIBUL HASAN	18-38388-2
EFTI, ESRAJUL HAQUE	19-40036-1
TUSHAR, RAISUL ISLAM	19-40046-1
SHOFIUL ALAM TANVIR	18-36283-1

Table of Content:

| Content List	Page No
Introduction	1-3
Proposal	03
Schematic Diagram	04
List of Objects	05
Functions to Represent the Objects	06 - 07
Interactive Functions	08
Task Assignment and Codes of Functions	09 - 10
Output	11
Conclusion	12

<u>Introduction</u>

This project is about visualizing our beautiful Aiub campus scenario. In this scenario we have used several animating and non-animating objects. Each item has their own unique id's which is the core instructions for this project.

<u>Proposal</u>

This project will be about describing Aiub campus view including day and night view. This project has real life things as Aiub library, d building, annex 6, fountain, parking lot, cars, cloud, night view, trees, road, field. There will be some keyboard connection which will be created. In the scenario there will be day and night view using keyboard. At night view the lights will lit up and beautify the campus.

Schematic Diagram
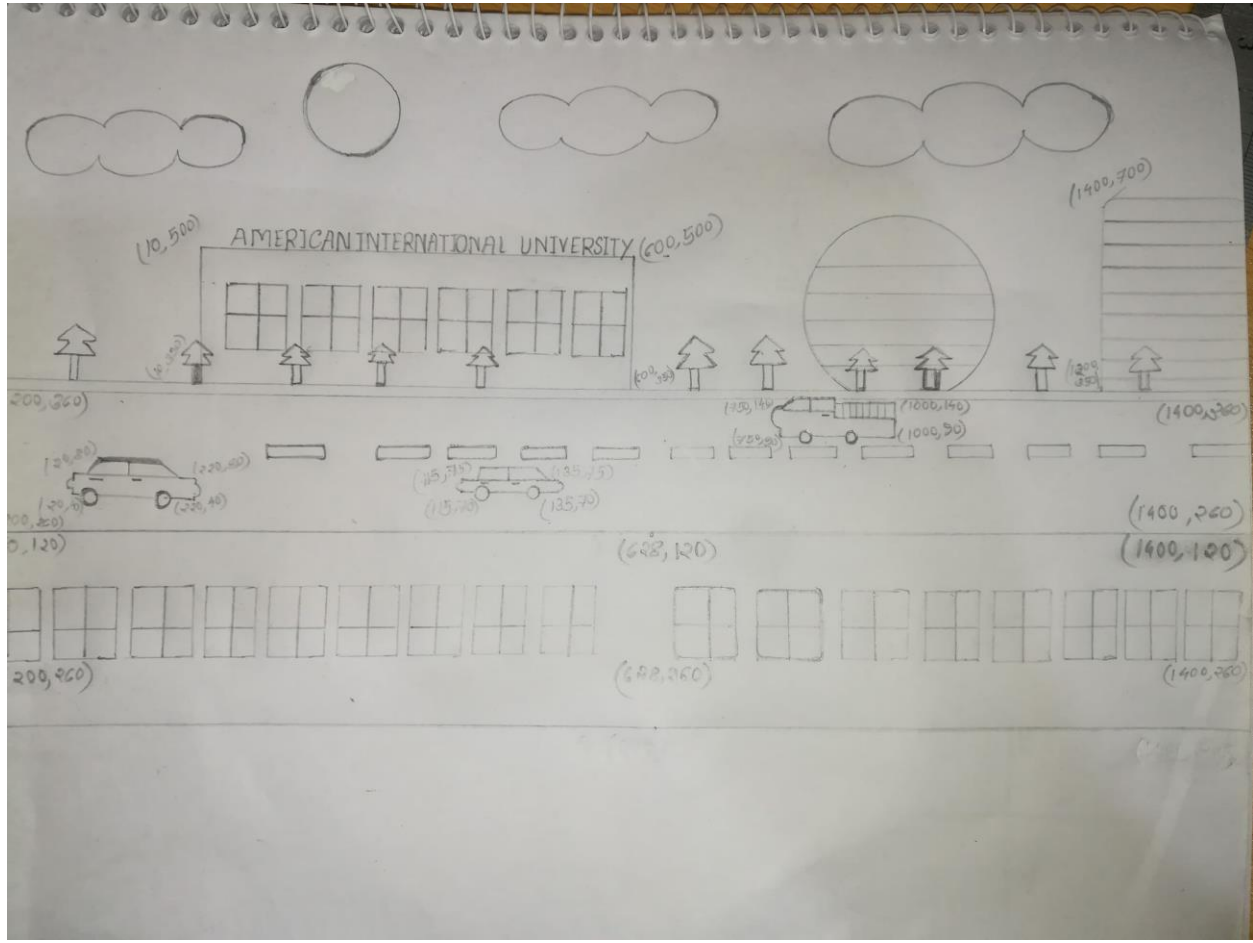
List of Objects

1. Road

2. Road border

3. Road line

4. Play ground

5. Light

6. Tree

7. Windows

8. Anex-1

9. Anex-6

10. D-building

11. Library

12. Other circle

13. Car

14. Car-2

15. Truck

16. Circle line

17. Clouds

18. Night-mode

19. Day-mode

20.T-print (AMERICAN INTERNATIONAL UNIVERSITY- BANGLADESH)

21. TT-print (AIUB)

Funtions to Represent The Objects

Object	Function	ID
Road	Void Road ()	101
Road border	Void Road border()	102
Road line	Void Road line ()	103
Play ground	void Play ground ()	104
Light	void Light ()	105
Tree	void Tree ()	106
Windows	void Windows ()	107
Anex-1	void Anex-1 ()	108
Anex-6	void Anex-6 ()	109
D-building	Void D-building ()	110
Library	void Library ()	201
Other circle	void Other circle ()	202
Car	void Car ()	203
Car-2	void Car-2 ()	204
Truck	void Truck ()	205
Circle line	void Circle line ()	207

Clouds	void Clouds ()	207
Night mode	void Night mode ()	208
Day mode	Void Day mode()	209
T-print	Void T-print()	112
TT-print	Void TT-print()	111
Dbuilding line	Void DbuildLine ()	210

Interactive Functions

Function	**Interactive Functions**	**ID**
car()	Carv	203
car2()	Carv	204
truck	Carv	205
nightmode	night	208
daymode	day	209

Task Assignment and Codes of Funchtions

Contribution Table:

Member-1	Member-2	Member-3	Member-4	TOTAL
25%	25%	25%	25%	100%

Name / ID	Contribution in Project
Member-1	1. Annex 1 2. Library 3. Moon
Member-2	1. Car 1 2. Car 2 3. Field
Member-3	1. Road 2. Annex 6 3. D Building
Member-4	1.Moving truck 2.Tree 3.Cloud

Day View

Night View
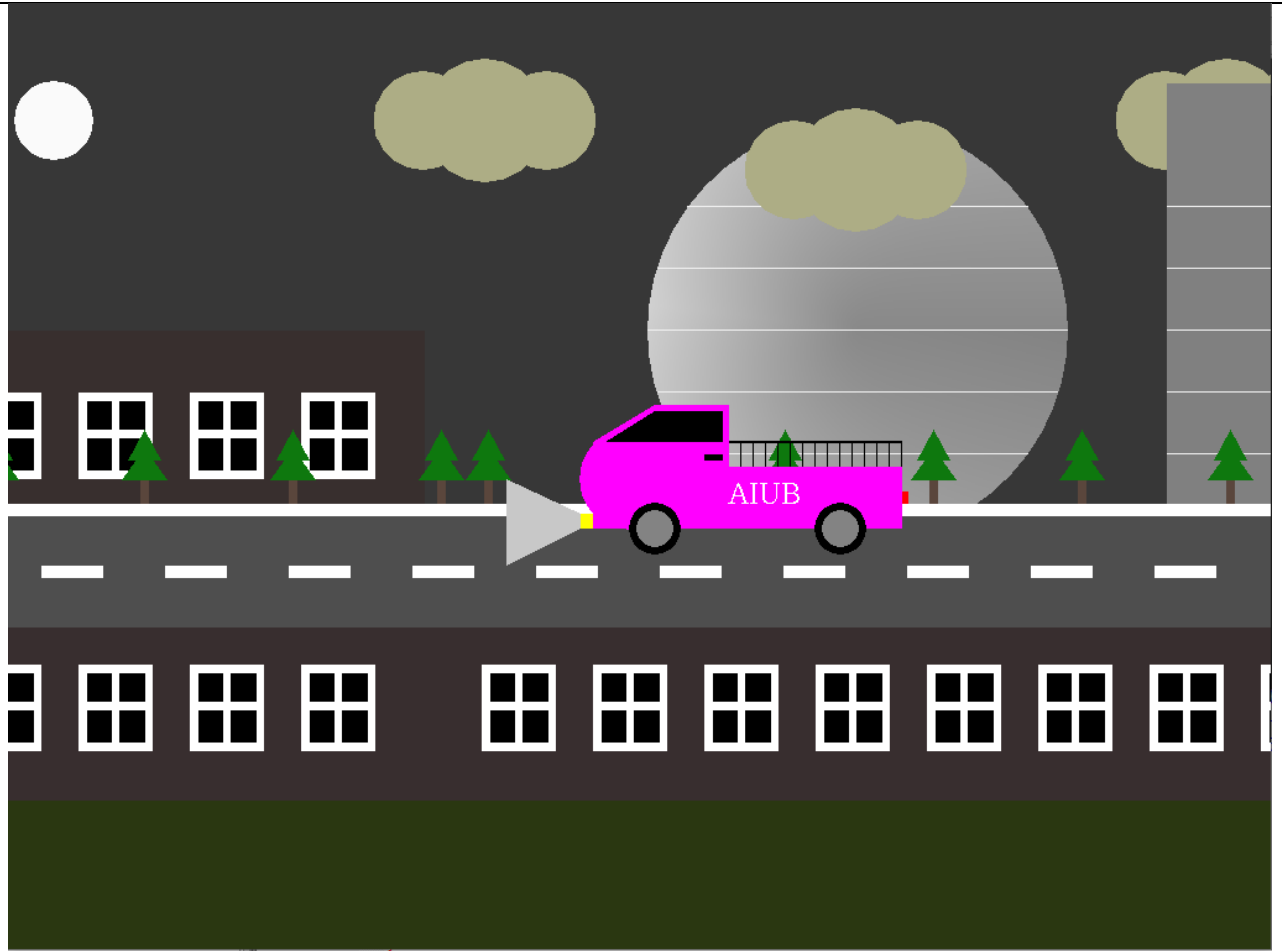
Conclusion

To conclude this project, we used simple graphics to show how the environment in a simple part of a city looks like in a day view and night view. We used various type of polygons, various modes and to produce the necessary graphic we needed to show for our project and we successfully ended up with a nice final product which ultimately produced an animation which shows how the city looks like. Due to time constraint, we could have added more things which could have showed better emphasis itself. But to end it all, we have completed all the requirements needed for the project and finished it properly.