

Project Report



American International University-Bangladesh

Course name – Computer Graphics

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SECTION – L

**Project Name - Metropolis and Meadows: A journey Between
Urban innovation and Rural tranquility.**

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```
...our new geometry so it sits in the
size(GLfloat *a) {
    GLfloat d=sqrt(a[0]*a[0]+a[1]*a[1]+a[2]*a[2]);
    a[0]/=d;
    a[1]/=d;
    a[2]/=d;
}

// Subdivide and create a new triangle
void drawTriangle(GLfloat *a, GLfloat *b, GLfloat *c) {
    // If there's no division just redraw
    if (div <= 0) {
        glNormal3fv(a);
        glVertex3f(a[0]*r, a[1]*r, a[2]*r);
        glNormal3fv(b);
        glVertex3f(b[0]*r, b[1]*r, b[2]*r);
        glNormal3fv(c);
        glVertex3f(c[0]*r, c[1]*r, c[2]*r);
    }

    // Define and specify colors for our triangle
    else
    {
        GLfloat ab[3], ac[3], bc[3];
        for (int i=0; i<3; i++) {
            ab[i]=(a[i]+b[i])/2;
            ac[i]=(a[i]+c[i])/2;
            bc[i]=(b[i]+c[i])/2;
        }
    }
}
```

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INTRODUCTION

In today's rapidly advancing world, the contrast between urban development and rural serenity is more striking than ever. Our OpenGL project, "Metropolis and Meadows: A Journey Between Urban Innovation and Rural Tranquility," visually captures this contrast through an immersive 3D simulation. This journey takes viewers from a bustling city filled with cars, buses, and towering skyscrapers to the calm countryside with green fields, rivers, and traditional wooden houses. This project aims to create an interactive and visually engaging simulation that showcases the contrast between urban innovation and rural tranquility. By integrating real-time animations, OpenGL graphics, and smooth transitions, we hope to bring this journey to life.

Objective:

- Design an immersive OpenGL-based simulation that visually transitions from a bustling cityscape to a tranquil countryside.
- Develop lifelike animations for vehicles, trains, boats, and natural elements to enhance realism.
- Emphasize the contrast between urban and rural life through distinct architecture, landscapes, and modes of transportation.
- Integrate interactive features that allow users to dynamically experience the journey.
- Optimize rendering techniques to efficiently handle large scenes while ensuring seamless transitions.
- Elevate realism using advanced lighting, detailed textures, and environmental effects such as reflective water surfaces and drifting clouds.

Background :

The world is rapidly urbanizing, with cities expanding at an unprecedented rate due to technological advancements, industrial growth, and increasing population density. Urban centers are hubs of innovation, infrastructure, and economic opportunities, attracting millions of people. However, alongside this progress, rural areas continue to maintain their traditional lifestyles, offering tranquility, simplicity, and a deep connection to nature.

Despite these differences, cities and villages are interconnected—urban development relies on rural resources, while rural communities depend on cities for modernization and economic opportunities. The transition from urban to rural landscapes represents a shift in lifestyle, pace, and environment. Our project, **"Metropolis and Meadows: A Journey Between Urban Innovation and Rural Tranquility,"** visually narrates this transition using OpenGL, showcasing the coexistence of two contrasting worlds.

By simulating the movement from a bustling city to a peaceful countryside, the project highlights not only the structural and environmental differences but also the beauty of balance between urbanization and nature. Through interactive 3D graphics, users will experience the journey from the heart of an energetic city to the calmness of a rural riverside village, creating an appreciation for both worlds.

Problem Statement:

With rapid urbanization, there is a growing disconnect between modern city life and traditional rural environments. Many people are unaware of the contrast between these two settings, leading to a lack of appreciation for rural tranquility and an overemphasis on urban development. This disconnect raises several concerns:

- **Loss of cultural heritage and rural identity** as modernization influences villages.
- **Environmental impact of urban expansion**, such as pollution, deforestation, and excessive resource consumption.
- **Lack of awareness about sustainable living** practices in rural areas that could be beneficial for urban spaces.
- **Growing preference for urban life**, causing rural depopulation and reducing focus on village development.

Our OpenGL project aims to bridge this gap by visually presenting the transition from a **fast-paced metropolis to a peaceful rural setting**, allowing users to experience the beauty and significance of both environments. Through this simulation, we hope to **create awareness**,

Methodology :

To develop “Metropolis and Meadows: A Journey Between Urban Innovation and Rural Tranquility”, we will follow a structured implementation process using OpenGL for 3D rendering, animation, and interaction. Our approach includes designing an immersive, visually appealing environment while ensuring smooth transitions between urban and rural settings.

System Architecture

Scene Design & Environment Modeling

- The environment consists of multiple distinct locations: City, Countryside, Hills, and Riverside Village.
- Each location will be designed using 3D models for buildings, vehicles, natural elements, and transportation infrastructure.
- Textures and shaders will be applied to enhance realism.

Object Animation & Movement

- Vehicles such as cars, buses, and trains will have programmed movement paths using transformation matrices.
- The train transition between locations will be smoothly animated to guide users through the journey.
- Boats on the river and rickshaws in the village will move naturally using Bezier curves for smooth paths.

Lighting & Shadow Effects

- Dynamic lighting will be used to differentiate time zones (day/night) and add realism.

Step By Step Implementation

Environment Modeling

- City: Create high-rise buildings, roads, traffic signals, and moving vehicles.
- Countryside: Add green fields, simple houses, and railway tracks.
- Hills: Implement mountainous terrain, a railway bridge over a river, and animated clouds.
- Riverside Village: Design wooden houses, boats, trees, and rickshaws.

Object Movement & Animation

- Vehicle animations (cars, buses) using transformation matrices.
- Train motion with smooth acceleration and deceleration along a track.
- Boat floating effects using sine wave-based movement.

Transitions & Scene Management

- Implement smooth transitions between locations using fade-in/out effects and dynamic camera movements.

Lighting & Texturing

- Use Phong lighting and texture mapping to enhance realism.
- Implement day-night cycle effects in different locations.

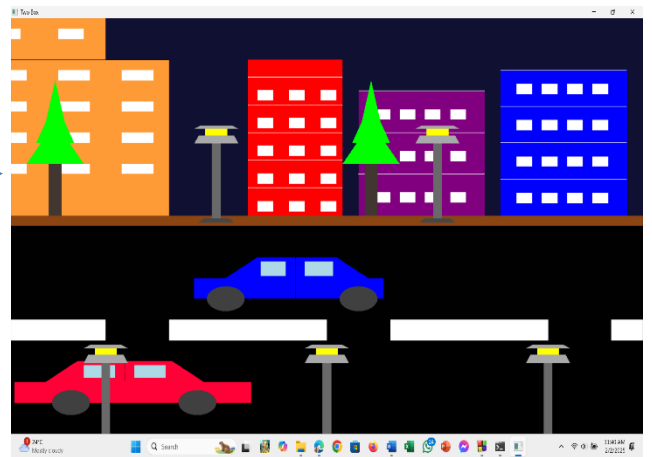
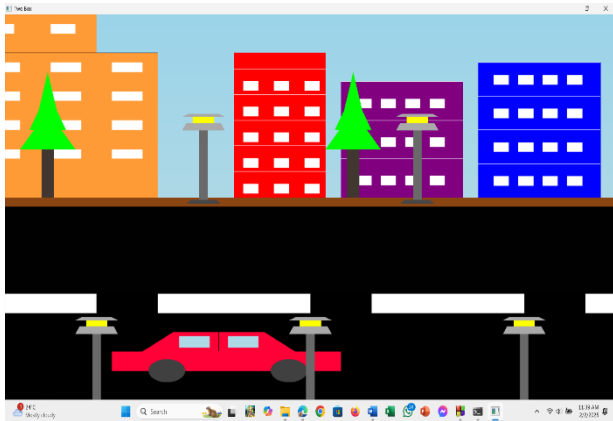
Significance of the project :

The **“Metropolis and Meadows: A Journey Between Urban Innovation and Rural Tranquility”** project holds significant value in technological, educational, environmental, and social aspects. By leveraging OpenGL, the project demonstrates advanced 3D rendering, real-time object animation, and interactive transitions between urban and rural landscapes, making it a valuable learning tool for graphics programming and simulation techniques. It provides an immersive experience that highlights the contrast between bustling city life and the peaceful countryside, fostering awareness of sustainable urbanization and the importance of rural conservation. Additionally, the project serves as a digital representation of cultural heritage, showcasing traditional rural elements like rickshaws, wooden houses, and green fields while emphasizing eco-friendly urban planning. Beyond its educational benefits, this simulation can be applied in tourism promotion, urban planning research, and training programs, making it a versatile and impactful project. By illustrating the delicate balance between modern development and nature, it encourages a greater appreciation for both urban innovation and rural tranquility.

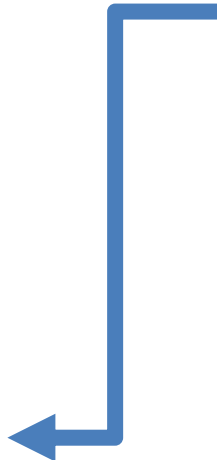
Screenshots :

City Scenario

1. First City with Day night transition

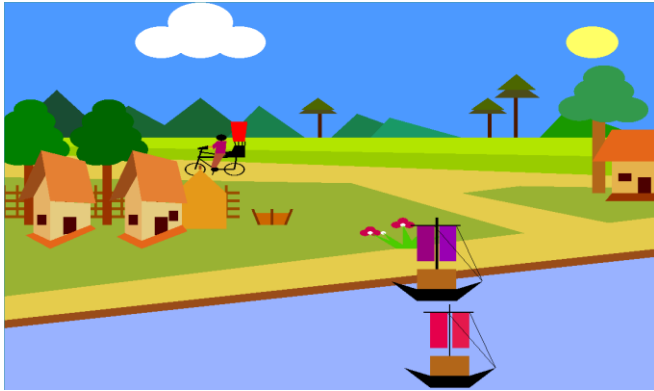


2. Second City with Day night and weather transition

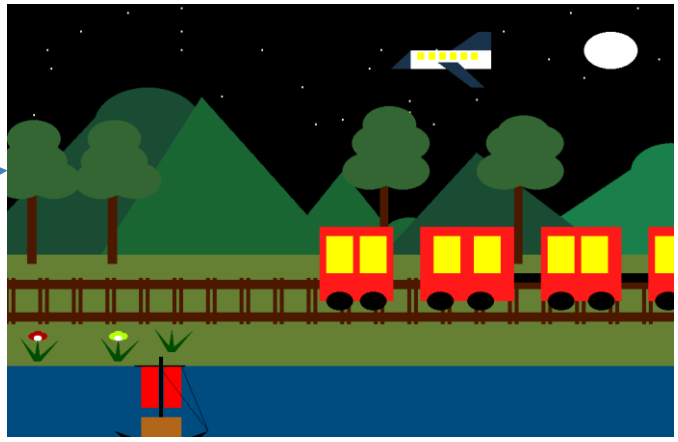


Village Scenario

1.First Village with Day night transition



2.Second Village with Day night transition



Conclusion

In a world where urban expansion and technological advancements continue to reshape our surroundings, **“Metropolis and Meadows: A Journey Between Urban Innovation and Rural Tranquility”** serves as a bridge between two contrasting yet interconnected worlds. Through the power of OpenGL, this project captures the essence of both the fast-paced energy of city life and the serene beauty of rural landscapes, encouraging a deeper appreciation for their coexistence. As we embark on this visual journey, we are reminded of the importance of balance embracing innovation while preserving tradition, fostering progress while respecting nature. This project is more than just a simulation; it is a tribute to the harmony that can exist between urban modernity and rural simplicity, inspiring a vision of sustainable development where both can thrive together.

