Ahsanullah University of Science and Technology

Department of Computer Science and Engineering

Spring 2018

Course No. : CSE 4204

Course Title: Computer Graphics Lab

Computer Graphics Project

"Shinto Shrine"

Submitted by,

I.H. Munna	ID: 12.01.04.116
Istiak Ahmed	ID: 14.02.04.081
Md. Siam Ansary	ID: 14.02.04.104

4th Year 2nd Semester Section: B Group: B2

TABLE OF CONTENTS

Page

List of Figures

Introduction

Shrine is a sacred place which is dedicated to a specific deity. There are many different types of shrines in Japan. Shinto Shrines are among the most popular types of religious structures in Japan. There are many differences in the two with the most prominent being their use. Many Shinto shrines are said to enshrine a Kami or God. Some shrines are for good grades and luck while others are for overcoming hardship. Not every shrine is dedicated to a Kami; some are for sacred mountains and other areas.

Figure 1: Shinto Shrine of Sumiyoshi Taisha Funatama

Before entering the shrine, one will walk through a Torii gate. The Torii gate symbolizes the entrance from the real world into the spiritual realm and one should lightly bow before entering. One should also avoid walking down the center of the road leading into the shrine, as this path is said to be mainly for the Kami to use.

Figure 2: Torii Gate

Tools

The project has been done on Code Blocks IDE using OpenGL.

Some basic implementations are as below

- Transformation
- Timer
- Color
- Lighting
- Texture
- 3d Text

Feature

The project has the following features:

- Rotation in different orientations
- Use of realistic textures
- Day night environments
- Fog effect implementation
- 3d text display

Obstacles

Finding the proper coordinates to draw can be quite challenging sometimes as the structure is not native.

Future Work

The structure implemented is very simple. It has many more options to be created more realistic through complex designing.

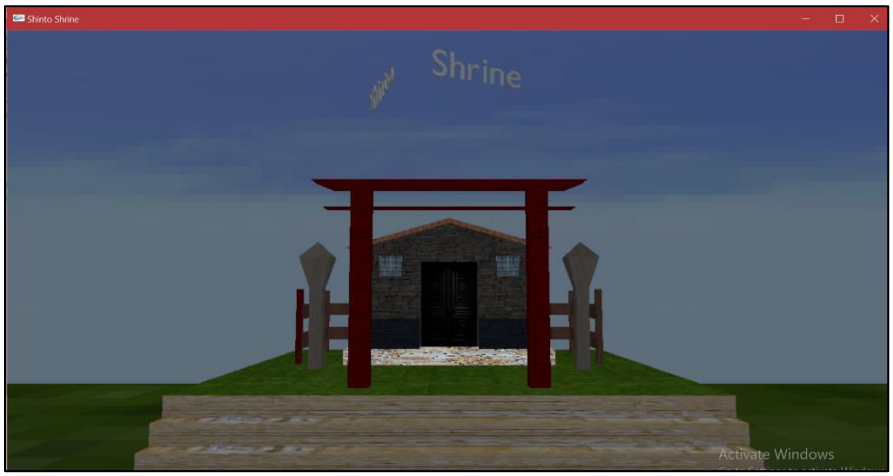

Figure 3: General view of the structure

Figure 4: Night view of the structure

Figure 5: View of the structure in reduced scale

Figure 6: Rotated view of the structure

Figure 7: Foggy view of the structure

Conclusion

The project made many concept clearer than before. Designing an actual structure made us think more to the point and made us aware of the applications of computer graphics. Though our job has been very simple, still it has made us more knowledgeable.