

Ahsanullah University of Science and Technology
Dept. of Computer Science and Engineering



Computer Graphics Project
Shahid Minar

Computer Graphics Lab
CSE – 4204

Submitted By

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Section: C
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Introduction:

21st February is International Mother Language day. In that day we remember our Martyrs by laying down flowers to the Martyr's Monument. It was our dream doing something for them in this Computer Graphics lab. Fortunately, Sir gave to us Shahid Minar (Martyr's Monument) project. We feel proud to finally complete this project.

Tools:

For this lab, we use only OpenGL 3. We use GLUT library to access OpenGL function. For this lab we use some basic concept from OpenGL this are,

- Transformation
- Timer
- Color
- Lighting
- Textures
- 3d text

Feature:

Our project contains this feature.

- Design in perfect scale. We try to design this architecture with perfection.
- Use of texture according to our required. Basically, we use texture for red tiles and ground grass.
- For different type lighting environment, we use Day-Night Lighting combination.
- For perfect observation, we rotate Shahid Minar at 360°.
- For nicely designed the environment we use grass texture, sky texture, and tiles texture.

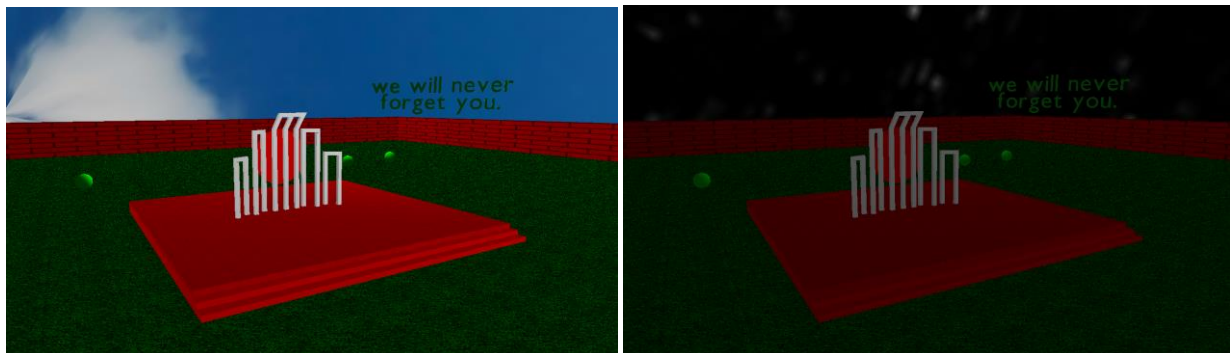


Figure : Day and Night view

Unique:

Our project something like put all together. We learning some basic from OpenGL and then we try to apply this here.

Obstacle:

Our main Challenge was finding coordinate to draw plane for object surface. It was really very challenging finding original coordinate display it perfectly.

Future work:

Our wish was adding more feature in future here. Like City view, flower dropping on base. We want to publish in open source for future development. We wish one from us may contribute there for next.

Conclusion:

We are very grateful after completing this project gratefully. We are so happy for doing some small thing for our beautiful Bangladesh.