VISVESVARAYA TECHNOLOGICAL UNIVERSITY
BELAGAVI-590018

A MINI PROJECT REPORT

ON

"MANDALA"

BY

MANISHA S CHOUTA	**HITHAISHY B**
(4SF16CS083)	(4SF16CS057)

Guide

MS. CHAITRA ACHARYA B.E M.Tech

ASST. PROF., Dept. of CSE

Department of Computer Science & Engineering
SAHYADRI
COLLEGE OF ENGINEERING & MANAGEMENT
Adyar, Mangaluru-575007

MANDALA

Objective

Our objective is to generate Mandala using OpenGL functions. We use several functions to generate the Mandala design.

Introduction

A mandala is a spiritual and ritual symbol in the Indian religions of Hinduism and Buddhism, representing the universe. In common use, "mandala" has become a generic term for any diagram, chart or geometric pattern that represents the cosmos metaphysically or symbolically; a microcosm of the universe. Today mandala design is a form of art that everybody is interested.

Open Graphics Library is used to render the 2D and 3D objects. Some of the OpenGL functions used are GL_POLYGON, GL_LINE_LOOP, GL_TRIANGLES, etc. We are using the basics functions which was taught to us in our regular lab.

The movement of objects are done using the basic Translation function and rotation of an object is done using Rotation Functions.

Requirements:

Software Requirements:

- Operating System – Windows 98 or higher.
- Language Tool – OpenGL
- Compiler – GNU GCC Compiler/C++ compiler
- Libraries – Supporting glut32.h, opengl32.h & glu32.h
- Documentation Tool – Microsoft Word 2016

Hardware Requirements:

- Processor – Intel core i3
- RAM – 4GB
- Hard Disk – use in KB.

Tentative Design