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ABSTRACT

Topic : Moving Ship

The main theme behind the project is to use the basic concepts of computer graphics to draw a package mostly from the scratch. We will try to implement this from scratch but in case if were not able to do so then we have to use OpenGL functions to implement this.

Concepts involved in this project polygon drawing and color filling and the translation of the ship from one end to other.

What we will learn from this project is how to build a package from scratch and basics of computer graphics by programing in OpenGL.

We will be using Glut to make the project and we will be using CodeBlocks are the Development Environment to develop the project.

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