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ABSTRACT

Open GL is an emerging graphics standard that provides advanced rendering features while maintaining a simple programming model. Because Open GL is rendering-only, it can be incorporated into any window system or can be used without a window system. An Open GL implementation can efficiently accommodate almost any level of graphics hardware, from a basic frame buffer to the most sophisticated graphics sub systems. It is therefore a good choice for use in interactive 3D and 2D graphic applications. We describe how these and other considerations have governed the selection and presentation of graphical operators in Open GL. Complex operations have been eschewed in favor of simple, direct control over the fundamental of 2D and 3D graphics. Higher level graphical functions may, however, be built from Open GL's low level operators, as the operators have been designed with such layering in mind. This project is about a nature and Sunrise. In which the day and night views are Implemented the movement is given to the Sun and the Clouds. Here the Keyboard function are include for the day and night view.