# VISVESVARAYA TECHNOLOGICAL UNIVERSITY

## “Jnana Sangama”, Belagavi, Karnataka, India.



A Computer Graphics Mini Project Report On

***Aeroplane Crashing Simulation/Game***

*Submitted in partial fulfillment of the requirement for the award of the degree of*

## Bachelor of Engineering in

**Computer Science and Engineering**

*Submitted By*

**Amrutha K**

**1GA18CS194**

*Under the guidance of*

**Mrs. Veena V Pattankar**

**Assistant Professor**



**Department of Computer Science and Engineering**

**(Accredited by NBA 2019-2022)**

**GLOBAL ACADEMY OF TECHNOLOGY**

Rajarajeshwari Nagar, Bengaluru - 560 098

## 2020 – 2021

GLOBAL ACADEMY OF TECHNOLOGY

# Department of Computer Science and Engineering Bengaluru – 560098

CERTIFICATE

Certified that the Computer Graphics & Visualization Mini Project Entitled **“*Aeroplane Crashing Simulation/Game*”** carried out by **Amrutha K**, bearing USN **1GA18CS194,** bonafide student of Global Academy of Technology, is in partial fulfillment for the award of the **BACHELOR OF ENGINEERING** in Computer Science and Engineering from **Visvesvaraya Technological University, Belagavi** during the year 2020-2021. The report has been approved as it satisfies the academic requirements in respect of the Mini Project work prescribed for the said degree.

Mrs. Veena V Pattankar

Assistant Professor

Dept. of CSE GAT,

Bengaluru.

Dr. Bhagyashri R Hanji Professor & Head

Dept. of CSE

GAT, Bengaluru.

# ACKNOWLEDGEMENT

The satisfaction and the euphoria that accompany the successful completion of any task would be incomplete without the mention of the people who made it possible. The constant guidance of these persons and encouragement provided, crowned my efforts with success and glory. Although it is not possible to thank all the members who helped for the completion of the internship work individually, I take this opportunity to express my gratitude to one and all.

I am grateful to management and our institute **GLOBAL ACADEMY OF TECHNOLOGY** with its very ideals and inspiration for having provided me with the facilities, which made this, work a success.

I express my sincere gratitude to **Dr. N. Rana Pratap Reddy**, Principal, Global Academy of Technology for the support and encouragement.

I wish to place on record, my grateful thanks to **Dr. Bhagyashri R Hanji**, Head, Department of CSE, Global Academy of Technology, for the constant encouragement provided to me.

I am indebted with a deep sense of gratitude for the constant inspiration, encouragement, timely guidance and valid suggestion given to me by my guide **Mrs. Veena V Pattankar**, Assistant Professor, Department of CSE, Global Academy of Technology.

I am thankful to all the staff members of the department for providing relevant information and helped in different capacities in carrying out this project.

Last, but not least, I owe my debts to my parents, friends and also those who directly or indirectly have helped me to make the project work a success.

|  |  |  |
| --- | --- | --- |
| **Date:** | **AMRUTHA K** | **[ 1GA18CS194]** |

# ABSTRACT

# 

The Project entitled ‘Aeroplane crashing simulation/Game’ is implemented using OpenGL.The aim of the project is to give a demo of a moving object with different colored light sources reflecting on it. The is on WTC PLANE CRASH, WTC stands for world trade center which was attacked by terrorist on the date of 9/11,in this project we tried to show the simulation of the attacked on WTC.

The software is developed for user convenience using the concept of GUI. Here the user is interactive with the simulation through menu and keyboard interface concepts containing multiple windows having the information of keyboard controls, object information and Simulation. This software is an excellent tool that can be used as a simulator to explain about the multi-lights.