**ABSTRACT**

The main idea behind this mini project is to simulate the Sambhram Institute of Technology which is based on Open -GL incorporating as many features of simple graphics application as possible and also adding a few other algorithms that is learnt in the class. It gives viewers insight into the vast world of interactive graphics.

The target is to simulate the Sambhram Institute of Technology. This mini project will discuss the concepts used in building the graphics package. This is the graphics package that shows the movement of the cars, the students, the football players and also the collision detection message when the car is about to leave the college display area and also transformation operations like translation on objects using OpenGL in computer graphics.

Similar cases are shown through a graphical representation with keyboard interactions and response. The mini project has been developed in C++ programming language with the help of G editor and OpenGL functions. It is simple representation of different objects and people.

OpenGL is a software interface between graphics and hardware. This is designed to work efficiently even if the computer that displays the graphics that is not there in the computer that runs the graphic program. Here, exclusively Glut Toolkit is used for graphics package development.

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