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ABSTRACT

A 3D graphics-based Ferris Wheel is great for those who start learning computer graphics and visualization. The purpose of this project is to simulate the working of a Ferris Wheel. I have used OpenGL utility toolkit to implement it, which is written in C++ language.

A Ferris wheel is an amusement park ride consisting of a large vertical wheel with places for people to sit or stand spaced evenly around the outer circumference. In operation, the Ferris wheel revolves about a horizontal axis, and the riders are alternatively lifted and then lowered as they are carried around the wheel in a circle.

The Ferris Wheel has control keys which used to control the speed of rotation, clockwise & anti-clockwise movement and also change the number of riders. This project is designed in such a way that one can view it from any directions using the keyboard function.

TABLE OF CONTENTS