**ABSTRACT**

Computer graphics is one of the most powerful and interesting fact of, all video games, animation, multimedia predominantly works using computer graphics. These are used today in everyday life, advanced graphics in movies or the daily weather report display on TV. The combination of combination of computers, networks and the complex human visual system, through computer graphics has led to new ways of displaying information, seeing virtual words and communicating with people and machines. Computer graphics is concerned with all aspects of producing pictures or images using a computer.

In the present project we exhibit ‘Life cycle of Frog’ using OpenGL and GLUT, this project is user interactive since the instructions are displayed on the screen. We include graphical functions such as, translation, rotation, push and pop for the development of the frog. Characters given in the help window specifies particular actions. User can interact using keyboard interface. The main aim of this project is to develop a suitable graphics package using openGL and to implement the things learnt in the theory. The scope of this mini project includes various built in functions of openGL and user defined functions. These functions are implemented in the design of this mini project.

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