

Southeast university

Project Report

The sinking ship

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July ,2020



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project report

Sinking Ship

Namratha and sweekruthi worked on this existing project. The modification done to the sinking ship project that has been done is the ice berg becomes two pieces... both the pieces move down and sink.

Synopsis | Sinking Ship Computer Graphics 1 | Page 1. INTRODUCTION This synopsis contains implementation of 'SINKING SHIP' using a set of OpenGL functions. The project consists of three scenes. The first scene just shows the ship, which is stable and not moving. The second scene will be of the moving ship. In addition, the third scene will be of the ship that is being hit onto an iceberg and sink in the sea. User interaction is provided by enabling the user to move the ship in forward and backward direction using alphabetical keys or the special keys. User can stop the ship and even change the mode to day or night. Additionally, the user can access these functions from the menu by right clicking the mouse. The objects are drawn using GLUT functions. 1.1 Computer Graphics Computer graphics is one of the most exciting and rapidly growing computer fields. It is also an extremely effective medium for communication between man and computer; a human being can understand the information content of a displayed diagram or perspective view much faster than he can understand a table of numbers or text containing the same information. Thus computer graphics is being used more extensively. There is a lot of development in hardware and software required to generate images, and nowadays the Cost of hardware and software is dropping rapidly. Due to this, interactive computer graphics is becoming available to more and more people. Computer graphics started with the display of data on hardcopy plotters and cathode ray tube (CRT) screens soon after the introduction of computers themselves. It has grown to include the creation, storage and manipulation of models and manipulation of models and images of objects. These models come from a diverse and expanding set of fields, and include physical, mathematical, engineering, architectural, and even conceptual structures, natural phenomena, and so on. Figure 1.1 Computer Graphics System

Acknowledgment :

we like to show our sincere gratitude to all those who help us in completion of this project during the work we faced many challenges due to our lack of knowledge and experience but these people help us to get over from all the difficulties and in final compilation of our idea to shaped sculpture .

all of our team is thankful to Rifat Rahman Sir lecturer of southeast university department of CSE providing us such an opportunity to learn form these experience

we are also thankful to our whole class and most of all to our team member who have stay on and work with us during on pandemic situation and face all the challenges and win all the hurdles in life

thank you