

# **Computer Graphics Visualization Simulator**

- ❖ This project is about simulating the visualization of different computer graphics algorithms and techniques which are listed below :

1. Curve Drawing Algorithms :
  - B- spline method
  - Lagranges method
  - Bezier method
2. Hidden surface elimination using Z - buffer method
3. Shading Models :
  - Phong shading
  - Gaurand shading

- ❖ This project implementation can also help teachers teach the concepts of computer graphics more efficiently with the visualizations.

- ❖ Deployment platform :

This project is deployed on Streamlit platform which is an app deployment platform providing user friendly interface.

- ❖ The main page consists button to select the type of visualization simulation you want to simulate for better understanding and intuitive and realistic feel.