***ORAGAMI 3D SIMULATION***

The aim of the project is to simulate the object in 2D or 3D using OpenGL ES in Android application. OpenGL ES 1.0 added an official 3D graphics [API](http://en.wikipedia.org/wiki/Application_programming_interface) to the [Android](http://en.wikipedia.org/wiki/Android_(operating_system)). OpenGL ES is a low-level, lightweight API for *advanced embedded graphics* using well-defined subset profiles of OpenGL. It provides a low-level applications programming interface (API) between software applications and hardware or software graphics engines.

The simulation shows the paper fold in 3D with OpenGL ES API’s. Hen, duck boat, swan will be the first models. You will be to touch with one finger to pause, rotate, or continue. You will be touch with two fingers to zoom and rotate. You will be touch with one finger and tap with the other finger to reverse folding. Two icons allow you to change the color or pattern of paper.

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