



American International University- Bangladesh

COMPUTER GRAPHICS [K]

Project Report

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Section: **K**

Project Title: **Riverside Village Scenario**

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Project Report

In our project, we tried to implement a village river side where there will be boats, houses, road, trees and day night cycle. In the day we will see blue sky, sun, hill and clouds passing away but in the night we will see night sky, moon and stars. In order to see the cycle, we have to press (D or d) key to see the day and (N or n) key to see the night.

We have created “**void house()**” by using polygon matrix, vertex in the polygon, we used GL color in the river we have done “**void boat()**” by using polygon and the boat will be in motion as well as the clouds. In order to having sun in the day and moon in the night sky we have created “**void draw_object()**” to differentiate between the day and night cycle. Even though the day and night has few different object appearances but some are common in both day and night like the boat, houses, river, trees and hill. In the “**void sun()**” and “**void moon()**” we have used circles. In other object we have used various polygons shapes. In the clouds we also used circles and push and pop matrix. The boat and the clouds will be moving from left to right but in the night instead of clouds we will see the stars but boat will be in motion both in day and night. In the end we have called the function in “**void display(void)**”.

Thus we get the riverside village view in day and night time.