

The background is a deep blue gradient representing the ocean. In the top left, a purple fish with a smiling face and small pink dots on its body swims. In the top right, a green fish with a smiling face and pink dots swims. In the bottom left, a larger green fish with a smiling face and pink dots swims. The bottom of the image features a dark blue seabed with stylized green and pink coral or seaweed on the right, and several green, fan-like structures on the left. Small pink and white circles are scattered throughout the water, representing bubbles or small fish. The title 'CATCHING FISH' is written in large, bold, white capital letters in the center.

CATCHING FISH

We have implemented a fisherman
fishing animation using the OpenGL
Utility ToolKit.

GROUP - 02

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FISHES

The screen displays the fishes swimming in water

02

FISHERMAN

The Fisherman is displayed on the screen

03

CATCHING FISH

The Fishing wire is displayed and the fisherman catches the fish

04

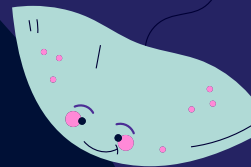
END SCREEN

The Fishes that are caught are displayed on the screen

05

OUR TEAM

Details of each members.





**“FISHING IN THE RIGHT POND
IS BETTER THAN FISHING IN
THE WRONG RIVER.”**

-Just Sul

WORKFLOW OF OUR APPLICATION

1st

Intro Screen
with fishes
swimming

2nd

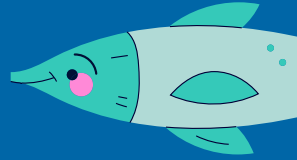
Fisherman coming to
the shoreside to catch
the fishes

3rd

Fisherman catches the
fish with the help of rod.

4th

Fishes are
shown lying on
the ground



An underwater scene with a blue background. A small green fish with a pink and white striped fin is on the left. A larger purple fish with a pink stripe is on the right. Several pink and white bubbles float around. At the bottom, there are stylized green and pink seaweed plants. The number '01' is in a white circle in the upper center.

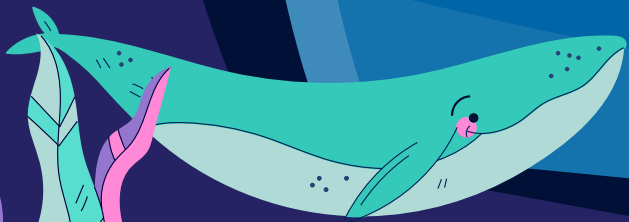
01

INTRODUCTION

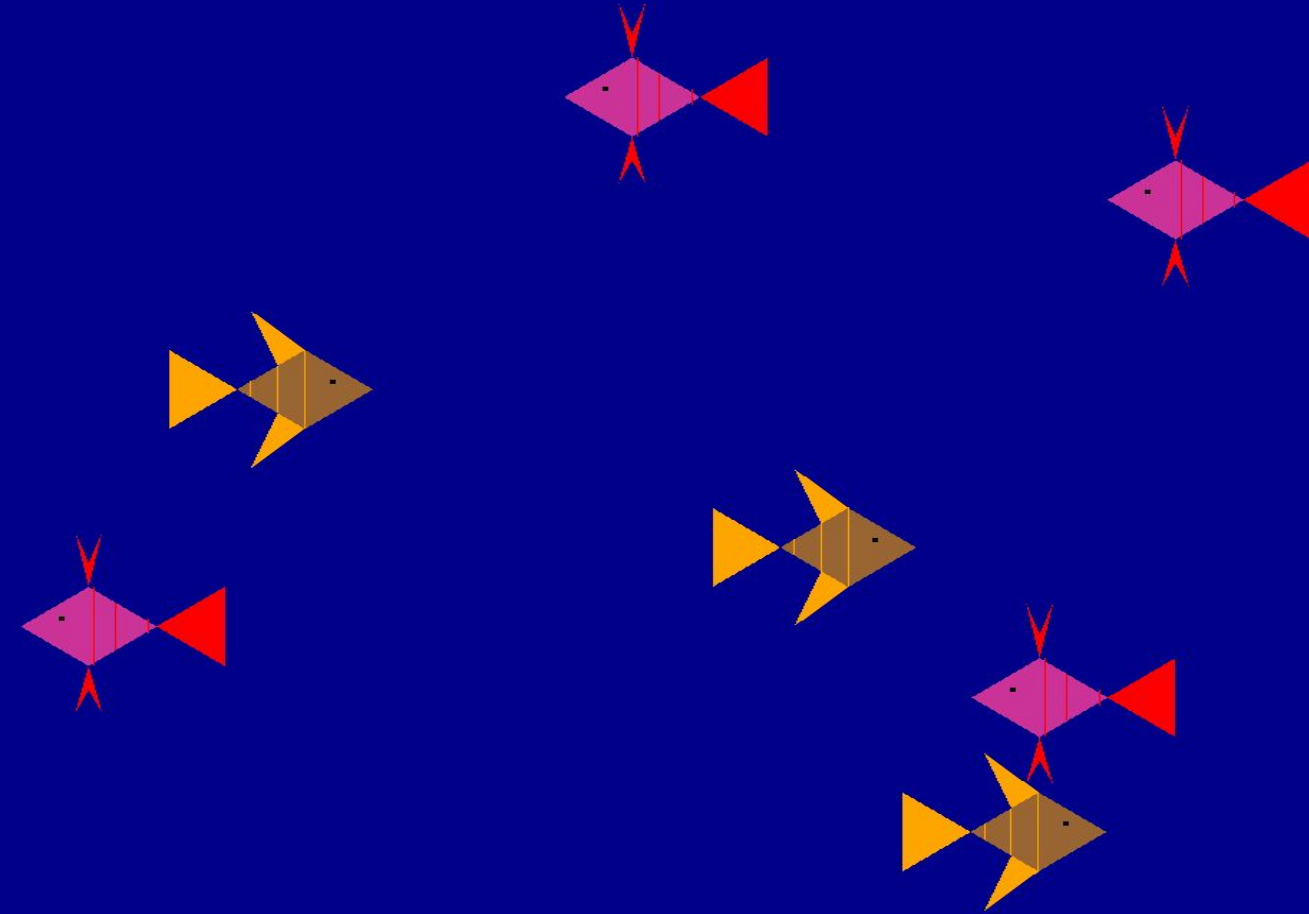
The fishes can be seen swimming in the water.

FISHES SWIMMING IN WATER

This slide shows multiple fishes swimming inside the water. Here , we used the concept of polygons (triangles for fishes) in OpenGL to create fishes of different sizes and the translate function to show the animation in the same



SCREENSHOT OF THE FISHES SWIMMING IN THE WATER



An underwater scene with a dark blue background. Several cartoon fish are swimming: a purple fish with pink spots in the top left, a light blue fish with a pink horn and spots in the top right, and a purple fish with a pink spot in the bottom left. Light rays from the surface illuminate the scene. Small pink and white circles float in the water. The bottom of the image shows a dark seabed with some green seaweed and a green, shell-like object.

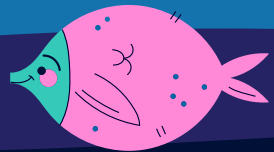
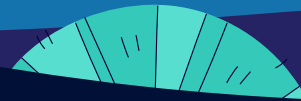
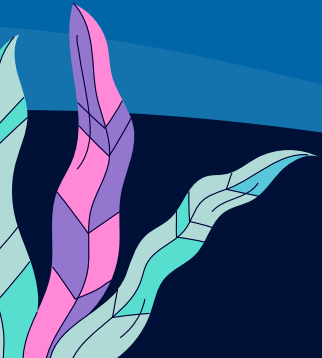
02

FISHERMAN

The fisherman can be seen coming to the
shoreside

FISHERMAN WALKING TO THE SHORE

This slide shows the fisherman walking up to the shore with a fishing rod in his hand . Here we again use the concept of polygons (lines , circles and triangle) and the translate function to show the animation in the fisherman



FISHERMAN COMING TO THE SHORE



An illustration of an underwater scene. In the center, a light blue narwhal with a small pink nose and green spots swims towards the right. Above it, a purple fish with pink spots and a smiling face swims. To the left, a pink fish with green spots and a smiling face swims. The background is a deep blue with a large, dark blue, curved shape on the left. At the bottom, there are stylized coral or seaweed in shades of pink, purple, and green. Small white and pink circles are scattered throughout the scene, representing bubbles or small fish. In the top right corner, the number '03' is displayed in white inside a light blue circle.

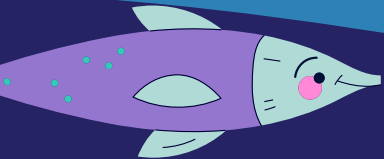
03

CATCHING FISH

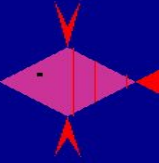
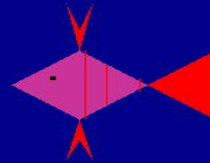
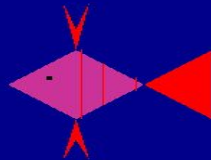
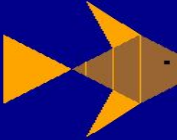
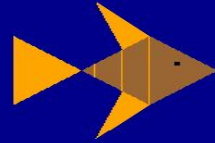
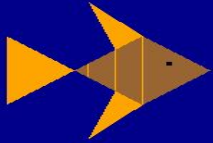
The fishing rod is displayed
and the fisherman catches
the fishes

CATCHING THE FISH

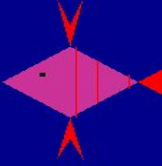
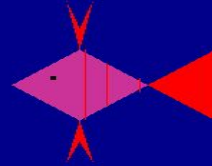
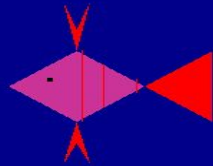
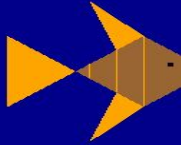
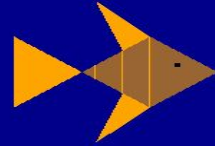
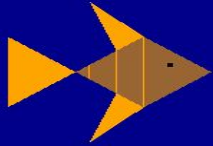
This slide shows multiple fishes swimming inside the water and a fishing rod which then catches the fish. We use the concept of polygons(triangles and rectangles) and the translate function to begin about the animation



FISHING ROD IS DISPLAYED ON SCREEN



FISH CAUGHT TO THE ROD IS DISPLAYED

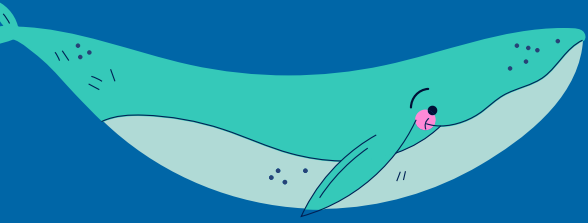




04

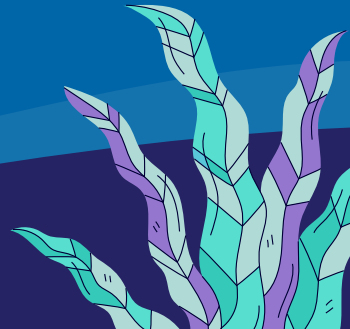
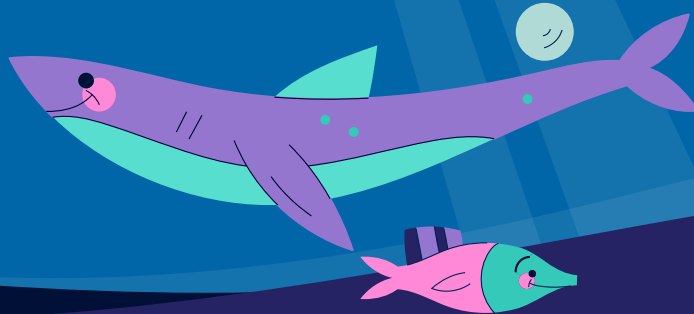
END-SCREEN

The fisherman can be seen with
the fishes that he has caught

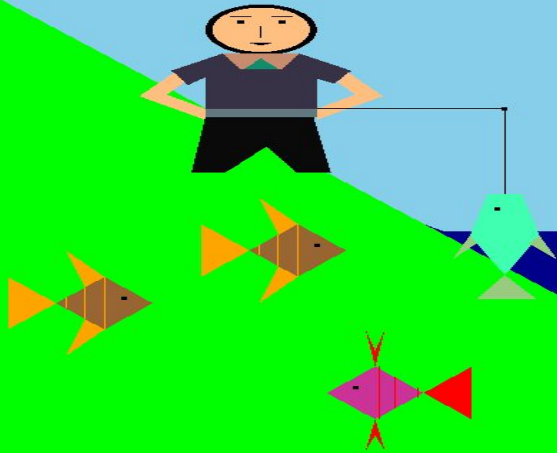
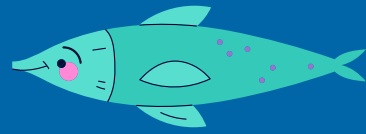


FISHERMAN WITH THE CAUGHT FISHES

This slide shows the fisherman along with the fishes that he has caught on the shoreside . Here we again use the concept of polygons (lines , circles , triangles and rectangles) to create the fisherman , the rod and the fishes.

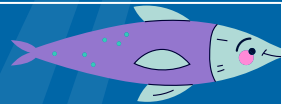


THE FISHES THAT ARE CAUGHT ARE DISPLAYED ON THE SCREEN



05

OUR TEAM



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4





THANKS!

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