



AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH

COMPUTER GRAPHICS – PROJECT DOCUMENTATION

COURSE NAME	COMPUTER GRAPHICS
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SECTION	O

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PROJECT TITLE

"AHSAN MANJIL MUSEUM VIEW"

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INTRODUCTION

OpenGL (Open Graphics Library) is a cross-language, cross-platform application programming interface (API) for rendering 2D and 3D vector graphics. These can be used to create very simple to very complex architectural scenes. Here, GLUT (OpenGL Utility Toolkit) is a library of utilities for OpenGL programs, which primarily perform window definition, window control, and monitoring of keyboard and mouse input. Basic Transformations (translation, rotation, scaling) play a very important role in manipulating objects on screen. There is mouse interaction which will let swap between the Day and Night view.

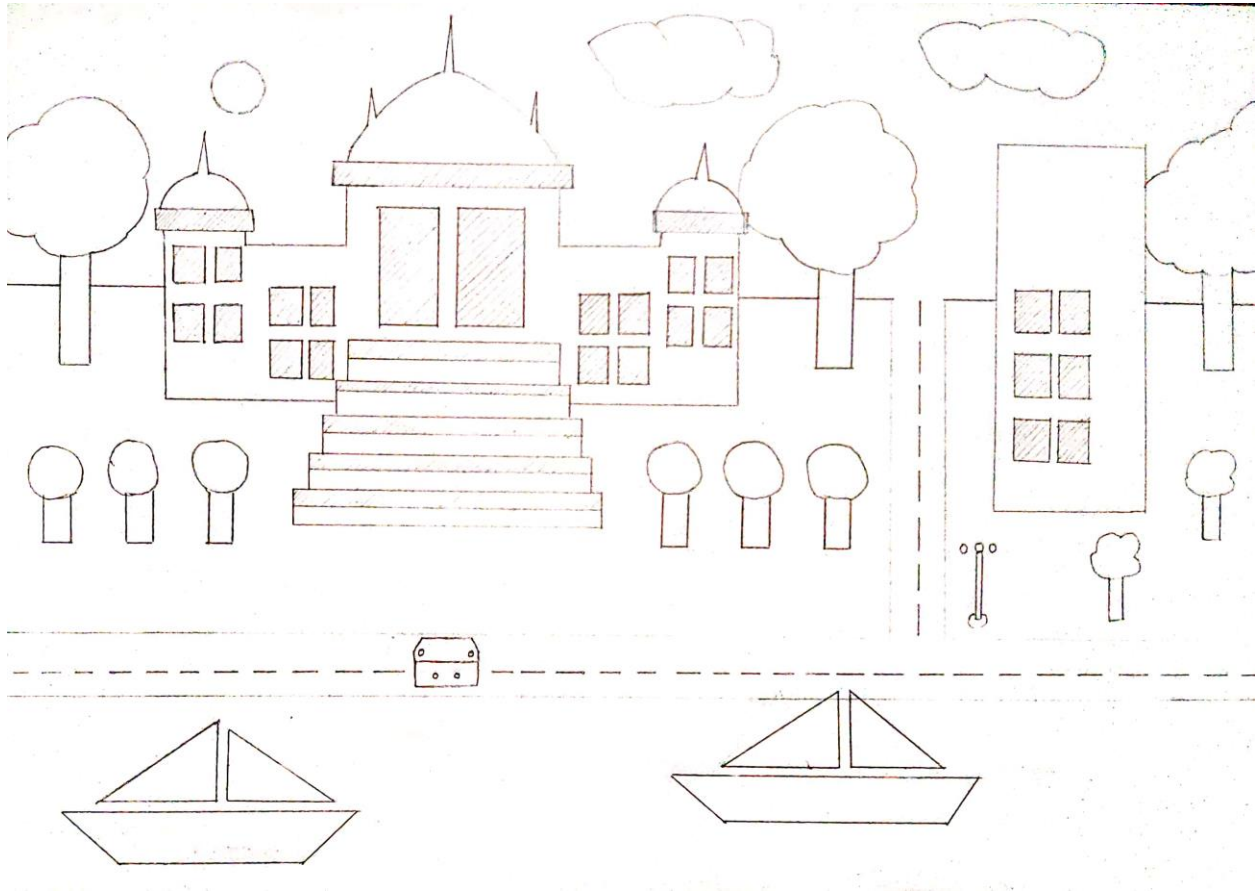
BACKGROUND INFO

In our project we will use OPENGL to show the River Side Historical Architecture Building Like “AHSAN MANJIL”. There will be a beautiful historical building, road in front of building with moving car, river with wave & moving boat moving cloud in the sky, sun, moon, tree, lam post, day night view we will be using keyboard. We will also show animation of the sunset during the day, and the moon during night.

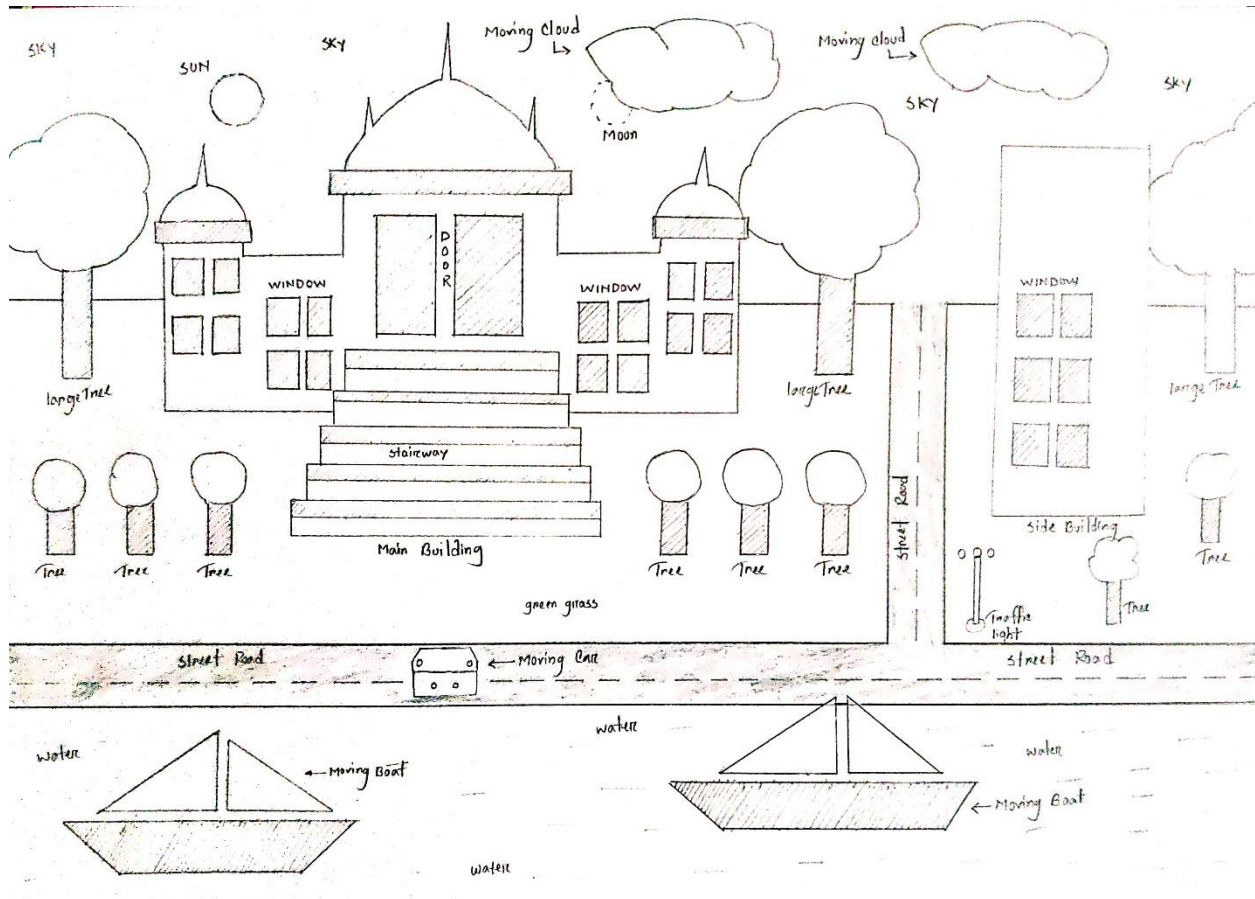
Press D FOR “Day view”

Press N FOR “Night view”

SAMPLE SKETCH



SAMPLE SKETCH WITH INFO



LISTS OF OBJECTS

1. Sky
2. Sun
3. Moon
4. Cloud
5. Large Tree
6. Small Tree
7. Road
8. Lamp post
9. Moving car
10. River
11. Moving Boat
12. Water
13. Main Building
14. Mini building

CONCLUSION

We have implemented a view of “Ahsan Manjil Museum view”. We've shown that using Code blocks (version 17.12) and different functionalities where day, night, view appears through keyboard interaction. We have used both keyboard (D, N) interactions to change the view. We implemented the color of the River, boat(moving), car(moving), building, tree, sun, moon, star, cloud(moving) by following RGB color code. We will try to finish the project according to our plan.

THANK YOU