**CONTENTS**

**Chapters page no.**

**1. Introduction (01-06)**

1.1. Computer Graphics 01

1.2. History of Computer Graphics 01

1.3. Application of Computer Graphics 02

1.4. Introduction to OpenGL 03

1.5. Introduction to GLUT 04

1.6 Applications of OpenGL 05

1.7 OpenGL primitives 05 **2.** **System Requirements (07)**

2.1. Software requirements 07

2.2. Hardware requirements 07

**3. About the Project (08-09)**

3.1. Introduction to the project 08

3.2. User defined functions 08

**4. Design (10)**

**5. Implementation (11-14)**

5.1. Built in functions 11

5.2. Source Code 13

**6. Testing (15)**

**7. Snapshots (16-19)**

**8. Conclusion (20)**

**9. Future Enhancements (21)**

**Bibliography (22)**