**ACKNOWLEDGEMENT**

Any achievement does not depend solely on the individual efforts but on the guidance, encouragement and co-operation of intellectuals, elders and friends. A number of personalities, in their own capacities have helped us in carrying out this mini project work. We would like to take this opportunity to thank them all.

We would like to express my profound thanks to **Sri. G Dayanand,** Chairman, Sapthagiri College of Engineering Bangalore, for his continuous support in providing amenities to carry out this Mini Project.

Special Thanks to **Dr. N. Srinivasan,** Director, Sapthagiri College of Engineering Bangalore, for his valuable suggestion.

Also we would like to express our immense gratitude to **Dr. K L Shivabasappa**, Principal, Sapthagiri College of Engineering Bangalore, for his help and inspiration during the tenure of the course.

We also extend our sincere thanks to **Dr. Yogish H K**, Professor and Head, Department of Computer Science and Engineering, Sapthagiri College of Engineering, for his constant support.

We would like to express our heartful gratitude to **Prof.** **Kamalakshi Naganna,** Associate professor and **Prof**. **Veena K R,** Assistant professor, Department of Computer Science and Engineering, Sapthagiri College of Engineering, for their timely advice on the mini project and regular assistance throughout the work.

We also extend our sincere thanks to all the **Faculty members** and **supporting staff** Department of Computer Science and Engineering, Sapthagiri College of Engineering, for their constant support and encouragement.

Finally, we thank our parents and friends for their moral support. **PRASHANT YADAV**

**PRATIK KUMAR SHARMA**

iii

**ABSTRACT**

This project is a 3D implementation of bouncing ball with moving camera around the surface. The implementation is done using OpenGL. It uses GL, GLU and GLUT functions. It contains a surface on which a ball is bouncing. The program allows the user to interact with the rotation of camera around the surface. It also allows the user to start or stop the bouncing of the ball and also to interact with the speed of the ball. The operations specified above can be carried out with the help of the menus provided with the right click of the mouse. It also provides the user different lighting options.

iv

|  |  |
| --- | --- |
| Title page | (i) |
| Certificate | (ii) |
| Acknowledgement | (iii) |
| Abstract | (iv) |
| Index | (v)-(vi) |
| List of Figures | (vii) |
| List of Tables | (vii) |

**INDEX**

v

|  |  |  |
| --- | --- | --- |
| **CHAPTER** | **TITLE** | **Page.No** |
|  |  |  |
| **Chapter 1** | **INTRODUCTION** | **1** |
| 1.1 | The OpenGL interface | 1 |
| 1.2 | Applications of computer graphics | 1 |
| 1.3  1.3.1 | Overview of the project  Various Concepts Used in the Application | 5  6 |
| 1.3.2  1.4 | Main features of the project  Aim of the project | 6  7 |
|  |  |  |
| **Chapter 2** | **REQUIREMENT SPECIFICATION** | **8** |
| 2.1 | Functional requirements | 8 |
| 2.2 | Non-functional requirements | 8 |
| 2.3 | Software and Hardware Used | 9 |
|  |  |  |
| **Chapter 3** | **DESIGN** | **10** |
|  |  |  |
| **Chapter 4** | **IMPLEMENTATION** | **11** |
| 4.1 | User defined functions | 11 |
| 4.2 | Built-in functions | 12 |
|  |  |  |
| **Chapter 5** | **TESTING** | **14** |
|  |  |  |
| **Chapter 6** | **SNAPSHOTS** | **17** |
| 6.1 | Introduction Page | 17 |
| 6.2 | Options Page | 17 |
| 6.3 | Help page | 18 |
| 6.4 | About us | 18 |
| 6.5  6.6  6.7  6.8  6.9  6.10 | Default Page  Toggle Camera Spin  Toggle Ball Bounce  Ball Speed  Lighting  Quit | 19  19  20  20  21  21 |
|  |  |  |
| **Chapter 7** | **CONCLUSION** | **22** |
|  |  |  |
| **Chapter 8** | **FURTHER ENHANCEMENTS** | **23** |
|  |  |  |
|  | **BIBLIOGRAPHY** | **24** |

vi

**List of Figures**

|  |  |  |
| --- | --- | --- |
| **Fig. No** | **DESCRIPTION** | **Page. No** |
|  |  |  |
| 1.1 | Library organization of OpenGL | 5 |
| 3.1 | Flow chart(Design) | 10 |
|  | **SNAPSHOTS** |  |
| 6.1 | Introduction Page | 17 |
| 6.2 | Options Page | 17 |
| 6.3 | Help page | 18 |
| 6.4 | About us | 18 |
| 6.5  6.6  6.7  6.8  6.9  6.10 | Default Page  Toggle Camera Spin  Toggle Ball Bounce  Ball Speed  Lighting  Quit | 19  19  20  20  21  21 |
|  |  |  |

**List of Tables**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Table. No** | **DESCRIPTION** | | **Page. No** | |
|  |  | | |  |
| 5.1 | Test cases | 14 | | |

vii