CHAPTER 1
INTRODUCTION

1.1 Overview

Computer Graphics involves technology to access. The Process transforms and presents information in a visual form. The role of computer graphics insensible. In today life, computer graphics has now become a common element in user interfaces, T.V. commercial motion pictures.

Computer Graphics is the creation of pictures with the help of a computer. The end product of the computer graphics is a picture it may be a business graph, drawing, and engineering.

In computer graphics, two or three-dimensional pictures can be created that are used for research. Many hardware devices algorithm has been developing for improving the speed of picture generation with the passes of time. It includes the creation storage of models and image of objects. These models for various fields like engineering, mathematical and so on.

Today computer graphics is entirely different from the earlier one. It is not possible. It is an interactive user can control the structure of an object of various input devices.

Types of computer graphics :

- **Raster Graphics**: In raster,graphics pixels are used for an image to be drawn.It is also known as bitmap image in which a sequence of images is into smaller pixels.Basically,a bitmap indicates large number of pixels together.
- **Vector Graphics**: In vector graphics, mathematical formulae are used to draw different types of shapes,lines,objects, and so on.

1.2 Problem Statement

The aim of this application is to show a basic implementation of a game involves shooting of arrows one after the other

1.3 About OpenGL

Most of our application will be designed to access OpenGL directly through functions in three libraries. Functions in the main GL (or OpenGL in windows) library have names that begin with the letters gl and are stored in a library usually referred to as GL (or OpenGL in windows).

The second is the OpenGL Utility Library (GLU). This library uses only GL functions but contains code for creating common objects and simplifying viewing. All functions in GLU can be created from the core GL library but application programmers prefer not to write the code repeatedly.