

Title: Artistry-Gallery

Description of the project:

Artistry-Gallery is a graphics project aimed to create a captivating and immersive virtual art gallery. This project will include a collection of inspiring artworks showcasing diverse artistic styles and techniques.

The project will be built from the ground up, allowing for a comprehensive learning experience starting from the basics of graphics programming. The development will involve learning and utilizing libraries such as OpenGL and Python to handle rendering, 3D transformations, lighting effects, and interactive elements. I'll be using the OpenGL library with Python language and Blender to render 3d images.

OpenGL (Open Graphics Library), as a cross-platform, open-source graphics API (Application Programming Interface), allows developers like us to interact with a computer's GPU (Graphics Processing Unit) to create 2D and 3D graphics for applications like this. We get access to a set of functions to issue commands and manipulate the GPU to render graphics on the screen. Blender is a powerful open-source 3D computer graphics software for creating animated films, visual effects, art, 3D models, and more. It offers a range of features and tools for modeling, sculpting, texturing, rigging, animation, rendering, and compositing. I will be working in a Unix environment.

The project stands as a testament to the power of creativity, determination, and the pursuit of excellence in the world of digital art and graphics.

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