

Project Cover Page

Assignment Title:	Sea Beach Sen	ario			
Assignment No:	01		Date of Submission:	4 December 2021	
Course Title:	Computer Graphics				
Course Code:	01056		Section:	0	
Semester:	Fall	2021-22	Course Teacher:	Nazmus Shakib Shan	

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Group Name/No.: 08

No	Name	ID	Program	Signature
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2	Musfiqur Rahman	20-42558-1	0-42558-1 BSc [CSE]	
3	Ananna Rashid Kumkum	20-43589-1	20-43589-1 BSc [CSE]	
4			Choose an item.	
5		Choose an item.		
6		Choose an item.		
7		Choose an item.		
8		Choose an item.		
9		Choose an item.		
10		Choose an item.		

Faculty use only				
FACULTYCOMMENTS				
	Marks Obtained			
	Total Marks			

Project Title: Sea beach scenario

Group no.	Name	ld	Score
08	Sara Mahjabin Hridita	20-42532-1(Group Leader)	
08	Musfiqur Rahman	20-42558-1	
08	Ananna Rashid Kumkum	20-43589-1	

Background Information: We will try to draw a beautiful sea beach scene in our project. In this project we will try to create different kind of sea-beach scenario. It will be three different time like day, afternoon, and night view. The Sun will set, and the moon will rise. Some ship or boat will be moving in sea. There will be some umbrella and chair and some tree. There will a beautiful sky some clouds. The sea water will move. In our project there have some animation part.

- Translation
- Rotation
- UP to down and
- Down to up.

Many kinds of function will use in the project. For drawing purpose, we use for translation void translatePoint(int px, int py, int tx, int ty) for rotation void rotateAroundPt(int px, int py, int cx, int cy). On the other hand, we also used different kind of function there are:

```
glClearColor(0.0f, 0.0f, 0.0f, 1.0f); // Set background color to black and opaque glClear(GL_COLOR_BUFFER_BIT); // Clear the color buffer (background) glutDisplayFunc(load_Start); ///CALLBACK DISPLAY FUNCTION glutInit(&argc, argv); // Initialize GLUT glutCreateWindow("OpenGL Setup Test"); // Create a window with the given title glutInitWindowSize (x,y); // Set the window's initial width & height glutDisplayFunc(display); // Register display callback handler for window re-paint glutMainLoop(); // Enter the event-processing loop
```

Sketch (Draft):

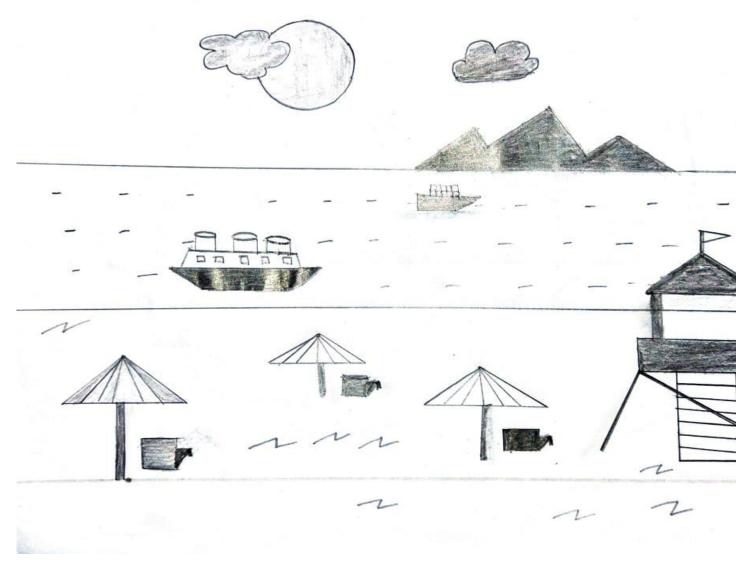


Figure: 01 Sea Beach scenario (Day view).



Figure: 02 Sea Beach scenario (Night view).