VISVESVARAYA TECHNOLOGICAL UNIVERSITY
BELGAUM – 590014

PROJECT ENTITLED

"GRAPHICAL REPRESENTATION OF VIRTUAL REALITY"

Submitted by:

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Project carried out at

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

It is certified that the project titled **"GRAPHICAL REPRESENTATION OF VIRTUAL REALITY"** carried out by **SHRIDHAR MISHRA** (1MV12CS102) and **SIDDANTH KOUL** (1MV12CS106) is in partial fulfilment of the requirements for the award of Degree of Bachelor of Engineering in Computer Science of the **Visvesvaraya Technological University, Belgaum**, during the year **2014-2015**. The project has been found to satisfy the academic requirements in respect of the project work prescribed for the course of Bachelor of Engineering.

Signature of Guide	**Signature of the HOD**
Mr. Ramesh T.	**Prof. Dilip K. Sen**
Asst. Professor, Dept. of CSE	**HOD, Dept. of CSE**

Examiners

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ABSTRACT

The simulation of 3D world involves the modelling of a complex system that is open, shows emergent phenomena, and non-linear relationships. This project outlines the ideas involved in virtual 3D simulation and reports on the results of perspective viewing in simulating a 3D engine. Overall this project successfully shows the usage of perspective division in simulating a 3D. It is discovered that the following approach can be best utilized in making a First Person Shooter (FPS) games.

In this project we present the simulation of the 3D world by making use of the built in functions in the header files including glut, stdio etc for fragmentation, rasterization, polygon filling, and Animation.

For the interactive working of the program like moving the camera, the keyboard functions and mouse functions have been used.

CONTENTS

LIST OF FIGURES