**ABSTRACT**

Open GL as an emerging graphics standard that provides advance rendering feature while maintaining a simple programming model, because open GL is rendering only, it can be incorporated into any window system or can be used without a windows system. An open GL implementation can efficiently accommodate almost any level of graphics hardware, from basic frame buffer to the most sophisticated graphics subsystem. It is therefore a good choice for user in interactive 3d and 2d applications we describe how these and other considered have the selection and presentation of graphical operators in open GL.

This project is aimed at developing a graphics package as a part of a computer graphics and visualisation laboratory. The project is designed as made which highlight the component of **"Ping Pong Game"** in which we are using the different keyboard keys to interact in multiplayer mode. In this game some inbuilt openGL functions are used in the source code..