**CONCLUSION**

The mini project “3D MANHATTAN BRIDGE” has been efficiently developed using OpenGL. The illustration of graphical principles and OpenGL features are included and application program is efficiently developed.

This package is very useful for the user since it provides the basic information about various OpenGL functions and its component utilities. This is an interactive project which has user friendly interaction given through keyboard. Thus this project meets the basic requirements successfully and is flexible in all respects to one and all.

**FUTURE ENHANCEMENT**

* The project can be further developed to change the color of the bridge and also

we can give the background effect as well.

* We can also provide a real time environment by including the choices like river,

ship and building.

* By using some more openGL functions we can also provide shading and fog

effect

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