**Visvesvaraya Technological University**

### Belgaum-590014



**A Mini-Project Report**

**On**

***“Demonstration of Bouncing Ball in OpenGL”***

*A Mini-project report submitted in partial fulfilment of the requirements for the award of the degree of****Bachelor of Engineering in Computer Science and Engineering*** *of Visvesvaraya Technological University, Belgaum.*

Submitted by

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**CERTIFICATE**

This is to certify that the mini-project work entitled **“Demonstration of Bouncing Ball in OpenGL”** has been successfully carried out by **Vignesh N M (1AM10CS097)** a bonafide student of **AMC Engineering College**in partial fulfilment of the requirements for the award of degree in **Bachelor of Engineeringin Computer Science and Engineering** of **Visvesvaraya Technological University, Belgaum** during academic year 2012-2013. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The mini project report has been approved as it satisfies the academic requirements in respect of project work for the said degree.

**Guide:**

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**1.**

**2.**

**ABSTRACT**

The designing of the game, bouncing ball is explained here along with all the standard C library functions used and the entire user defined functions. Here the bouncing ball project is executed using the following logic,

1. When the base is static the ball is jumping.

2.When the base is rotating the ball is static.

3. When the base is rotating the ball will also jump.

4. When the base is static the ball is also static

5. Enabling 360 º views of the bouncing ball and the base by manipulating the light source and using perspective view.

**ACKNOWLEDGEMENT**

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