**CHAPTER 7**

**CONCLUSION**

**Simulation of Windmill** is a designed and implemented using a graphics software system called **OpenGL** which has became a widely accepted standard for developing graphic application. Using openGL functions user can create geometrical objects and can use **translation, rotation**, scaling with respect to the co-ordinate system.

The project Visual Transformation Techniques using openGL is based on Rotation and Translation processes using shading effects and is demonstrated using Visual C++.

The development of the **Simulation of Windmill** project has given us a good exposure to OpenGL by which we have learnt some of the technique which help in development of animated pictures, gaming. Hence it is helpful for us even to take up this field as our career too and develop some other features in OpenGL and provide as a token of contribution to the graphics world.

**Simulation of Windmill** consist of many user defined function such as increasing windmill fan speed, decreasing windmill fan speed, side views, front and back views, custom angle of rotation of entire windmill structure. All these function makes this project an example of animation in **OpenGL.**