**CONTENTS**

**Chapters NAME page no’s.**

**1. Introduction (04-09)**

1.1. Computer Graphics 04

1.2. History of Computer Graphics 04

1.3. Image Types 05

1.3. Application of Computer Graphics 06

1.4. Introduction to OpenGL 08

1.5. Introduction to GLUT 08 **2. System Requirement (10)**

2.1. Software requirements 10

2.2. Hardware requirements 10

**3. About the Project (11-13)**

3.1. Introduction 11

3.2. User defined functions 12

3.3. Creation of “Unidentified Flying Objects” 13

**4. Design (14)**

**5. Implementation (15-21)**

5.1. Built in functions 15

5.2. Source Code 18

**6. Testing (22)**

6.1. Unit Testing 22

6.2. System Testing 22

**6. Snapshots (23-25)**

**7. Conclusion (26)**

**8. Bibliography (27)**