
ABSTRACT

This project is an animation of ship colliding with the iceberg is designed using OpenGL software. Different shapes and colors have been used for this animation. Also many OpenGL functions are used to design the animations. This project consists of many user defined functions such as pausing and playing the animation. Ship And Iceberg Collision is an animation of ship colliding iceberg and after collision the ship starts sinking into the sea. This whole animation is shown in three scenes. In first scene the ship is floating on the sea. In second scene the ship collides with the iceberg. In third and final scene the ship sinks into the sea. This whole animation can be controlled using keyboard and mouse. Using keyboard the speed of the ship can be increased or decreased. Using mouse buttons, the viewer can pause/play the animation.