

ABSTRACT

Computer graphics is the process of making the design, 2D, 3D and animation of an object. Computer graphics can do many things, including modeling, simulation and visualization of an object or a problem.

Modeling is a representation of how people describe or explain an object, system, or a concept, which is usually manifested by simplification or idealization. This can be represented by physical models (mockups, prototypes), the model image (design drawings, computer images), or mathematical formulas.

OpenGL support this modeling capability as OpenGL has additional features to better produce something more realistic. OpenGL allows us to create a graph that can be run on any operating system only minor adjustment.

The 3-D graphics package designed here provides an interface for the users for handling the display and manipulation of Towers of Hanoi. The Keyboard is the main input device used.