

CONTENTS

1. INTRODUCTION	1
1.1 OVERVIEW	1
1.2 PROBLEM STATEMENT	1
1.3 MOTIVATION	1
1.4 COMPUTER GRAPHICS	1
1.5 OPENGL	2
1.6 APPLICATIONS OF COMPUTER GRAPHICS	4
2. SYSTEM REQUIREMENTS	6
2.1 HARDWARE AND SOFTWARE REQUIREMENTS	6
3. SYSTEM DESIGN	7
3.1 PROPOSED SYSTEM	7
3.2 DATA FLOW DIAGRAM	8
3.3 FLOWCHART	9
4. IMPLEMENTATION	10
4.1 MODULE DESCRIPTION	10
4.2 HIGH-LEVEL CODE	10
5. RESULTS	18
6. CONCLUSION AND FUTURE ENHANCEMENT	21
7. BIBLIOGRAPHY	22