

COMPUTER GRAPHICS (OpenGL) PROJECT REPORT TEMPLATE

Cover Page

Project Title: _____

Course Name: Computer Graphics Lab

Course Code: CSE-4202

Submitted by:

Name: _____ ID: _____

Name: _____ ID: _____

Group No.: _____ Section: _____

Submitted to: _____

Designation: _____

Department of Computer Science and Engineering

Institution Name

Submission Date: _____

1. Abstract

Write a short summary (100–150 words) describing the project, tools used, main features, and what the final scene or animation represents.

2. Introduction

- Explain the context and purpose of your OpenGL project.
- Motivation: State what inspired your chosen project idea.
- Objectives: List the goals of your project, such as implementing transformations or creating animations.
- Scope: Define what your project covers and excludes.

3. System Design

3.1 System Overview: Describe your overall design and workflow (initialization, modeling, rendering). **You must show the initial graph with co-ordinates.**

3.2 Component Description: Include a table listing modules like Initialization, Object Models, Animation, and Display.

3.3 Transformation Logic: Explain rotation, translation, or scaling math if applied.

4. Implementation

4.1 Tools and Environment: Mention language, IDE, and libraries (e.g., C++, Code::Blocks, GLUT).

4.2 Implementation Steps: Describe the order in which components were created and integrated.

4.3 Key Code Snippets: Insert a few core parts of your OpenGL code with short explanations.

5. Results and Output

Add screenshots of your scene or animation and describe what each shows.

Mention any interactive controls or animation results observed.

6. Discussion

Explain the challenges you faced, how you solved them, and the lessons learned about OpenGL transformations and graphics.

7. Conclusion

Summarize what your project achieved and what graphics concepts were learned.

8. Future Work

List possible improvements.

9. References

List books, tutorials, or online sources used in IEEE or APA format.

10. Appendix

Attach full source code, control instructions, or additional screenshots here.