VISVESVARAYA TECHNOLOGICAL UNIVERSITY
"Jnana Sangama", Belagavi-560014, Karnataka

CGV MINI PROJECT

"CAR RACING GAME"

SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE COMPUTER GRAPHICS LAB WITH MINI PROJECT

BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE & ENGINEERING

Submitted By:

ANUSHA B S(1SV20CS001)

Under the guidance of

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Assistant Professor, Dept. of CSE.

PRINCIPAL
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SHRIDEVI INSTITUTE OF ENGINEERING AND TECHNOLOGY
(Affiliated To Visvesvaraya Technological University)
Sira Road, Tumakuru – 572106, Karnataka.
2022-2023

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that, The Computer Graphics mini project report of entitled "CAR RACING GAME" has been successfully carried out by ANUSHA B S[1SV20CS001], in partial fulfillment for the completion of Computer Graphics **Mini Project Of Bachelor Of Engineering** in **Computer Science & Engineering** of the Visvesvaraya **Technological University, Belagavi** during the academic year **2022-23**. It is certified that all the corrections/suggestions indicated for internal assessments have been incorporated in the report. The mini project report has been approved as it certifies the academic requirements in respect of CGV Mini Project work prescribed for the Bachelor of Engineering Degree.

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Signature of Guide

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Assistant Professor, Dept. of CSE,
SIET, Tumakuru.

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Signature of H.O.D

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Name of the Examiners

1. Harish B M

2. G.t.Raddt L

Signature with date

_____ 13/7/23

_____ 13/7/23

Sri Shridevi Charitable Trust (R.)

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<u>DECLARATION</u>

I, **ANUSHA B S [1SV20CS001]** , student of VI semester **B.E** in Computer Science & Engineering, at Shridevi Institute of Engineering & Technology, Tumakuru, hereby declare that, the CGV Mini-Project work entitled **"CAR RACING GAME"**, embodies the report of our CGV Mini-Project work carried out under the guidance of **Mr.Renukaradhya P.C., Assistant Professor, Department of CSE, SIET, Tumakuru** as partial fulfillment of requirements for the CGV Mini Project report in **Bachelor of Engineering in Computer Science & Engineering of Visvesvaraya Technological University, Belagavi**, during the academic year **2022-23**. The CGV Mini-Project has been approved as it satisfies the academic requirements in respect to the CGV Mini-Project work.

Place: Tumakuru

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Anusha. B.S.
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Student Name & Signature

Date:
4/7/2023

ANUSHA BS [1SV20CS001]

ABSTARCT

The Car racing game in computer graphics is a video game in which player controls a vehicle in a real-world or fantasy environment.This game involves the player controlling a vehicle either from a first player or third person perspective.Car games have an overhead view showing all cars and the track, common goal is avoiding the abstacles on the track if any abstacles is hit on another it leads a game over.Racing games provide unique trainingexercises for coordination. Car racing makes you focus on more than one thing at a time.This game gives a fun and enthusiasm to cross all abstacles to reach a level.The software includes a variety of visualizations, such as 3D models, animations,and simulations,this makes the player to attract.The common technologies used in computer graphics projects are, <u>Programming languages</u>: Programming languages such as C++. <u>Graphics libraries</u>: Graphics libraries OpenGL, provide low-level access to the graphics hardware and enable developers to create high-quality 2D and 3D graphics. <u>3D modeling software</u>: Blender is used to create 3D models, animations, and visual effects.

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