

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



CGV MINI PROJECT REPORT  
ON

**"RABBIT VS TORTOISE RACE"**

*SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE  
CGV LAB*

**BACHELOR OF ENGINEERING  
IN  
COMPUTER SCIENCE & ENGINEERING**

Submitted By


**SADASHISH KUMAR BHOKTA**

**[1SV20CS037]**

Under the guidance of

**Mr.Renukaradhya .P.C** B.E., M.Tech.,

Assistant Professor, Dept. of CSE.

  
PRINCIPAL  
SIET, TUMKUR



Department of Computer Science and Engineering  
**SHRIDEVI INSTITUTE OF ENGINEERING AND TECHNOLOGY**  
(Affiliated To Visvesvaraya Technological University)  
Sira Road, Tumakuru - 572106, Karnataka.

2022-23

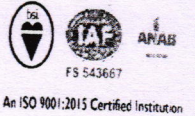


Sri Shridevi Charitable Trust (R.)  
**SHRIDEVI INSTITUTE OF ENGINEERING & TECHNOLOGY**

(Recognised by Govt. of Karnataka, Affiliated to VTU, Belagavi and Approved by AICTE, New Delhi)

Sira Road, Tumakuru - 572 106. Karnataka.

Phone: 0816-2212629 | Fax: 0816-2212628 | Email: info@shrideviengineering.org | Web: http://www.shrideviengineering.org



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

**CERTIFICATE**

This is to certify that, Computer Graphics and Visualization Mini-Project of entitled "RABBIT VS TORTOISE RACE" has been successfully carried out by SADASHISH KUMAR BHOKTA [1SV20CS037], in partial fulfillment for the CGV Lab 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 Mini-Project work prescribed for the Bachelor of Engineering Degree.

*A*

**Signature of Guide**

Mr. Renukaradhya P C B.E., M.Tech.,  
Assistant Professor,  
Dept. of CSE,  
SIET, Tumakuru.

*Nandhu Kumar*  
PRINCIPAL  
SIET, TUMKUR.

*Bas* 4/7/23

**Signature of H.O.D**

Dr. Basavesha D B.E., M.Tech., Phd.,  
Head, Dept. of CSE, SIET, Tumkur.

Name of the Examiners

1 *Hassan*

2 *Renukaradhya P C*

Signature with date

*Hassan* 4/7/23

*A*



Sri Shridevi Charitable Trust (R.)  
**SHRIDEVI INSTITUTE OF ENGINEERING & TECHNOLOGY**

(Recognised by Govt. of Karnataka, Affiliated to VTU, Belagavi and Approved by AICTE, New Delhi)

Sira Road, Tumakuru - 572 106, Karnataka.

Phone: 0816-2212629 | Fax: 0816-2212628 | Email: info@shrideviengineering.org | Web: http://www.shrideviengineering.org



An ISO 9001:2015 Certified Institution

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DECLARATION

I, SADASHISH KUMAR BHOKTA [1SV20CS037], student of VI semester B.E in Computer Science & Engineering, at Shridevi Institute of Engineering & Technology, Tumakuru, hereby declare that, the Mini-Project work entitled "**Rabbit Vs Tortoise Race**", embodies the report of our 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 Lab in **Bachelor of Engineering in Computer Science & Engineering of Visvesvaraya Technological University, Belagavi**, during the academic year **2022-23**. The Mini-Project has been approved as it satisfies the academic requirements in respect to the Mini-Project work.

Place: Tumakuru

Date: 04.10.23

*Sadashish Kumar Bhokta*

Student Name & Signature

**SADASHISH KUMAR BHOKTA**

[1SV20CS037]

*Renukaradhya P C*  
PRINCIPAL  
SIET, TUMKUR.

## ABSTRACT

We have attempted to design and implement "Rabbit Vs Tortoise Race" story. OpenGL supports enormous flexibility in the design and the use of OpenGL graphics programs. The presence of many built in classes methods take care of much functionality and reduce the job of coding as well as makes the implementation simpler.

The project was started with the designing phase in which we figured the requirements needed, the layout design, then comes the detail designing of each function after which, was the testing and debugging stage. We have tried to implement the project making it as user-friendly and error free as possible. We regret any errors that may have inadvertently crept in. The very purpose of developing this mini project is to exploit the strength of OpenGL graphics capabilities. This mini project is made in a effective manner by using the computer language C in a 2D view. In future it can be designed with a 3D animation view also. The extent is to study the concepts of computer graphics. And finally this project is prepared to help the society in future

Finally, we could say by developing the game we have learnt the basics of f computer graphics and in future by developing it further we shall learn more. It will be our pleasure if we could develop in 3d graphics package.

  
PRINCIPAL  
SIET. TUMKUR.