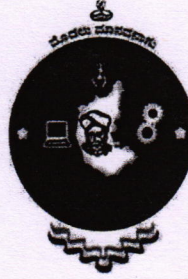


VISVESVARAYA TECHNOLOGICAL UNIVERSITY
"Jnana Sangama", Belagavi-560014, Karnataka



CGV MINI PROJECT REPORT
ON
"MOVING ASTEROIDS AROUND PLANET"

*SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS
FOR THE MINI PROJECT*

BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE & ENGINEERING

Submitted By

Shaik Rabbani
(1SV20CS041)

Under the guidance of

Mr. RENUKARADHYA P.C
Assistant Professor, Dept. of CSE.

N. Venkatesh Kumar
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Sira Road, Tumakuru – 572106, Karnataka.
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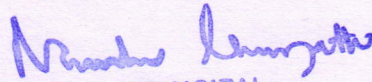


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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DECLARATION

I, **Shaik Rabbani [1SV20CS041]**, 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 “**MOVING ASTEROIDS AROUND PLANET**”, 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 Internship Project report in **Bachelor of Engineering in Computer Science & Engineering of Visvesvaraya Technological University, Belagavi**, during the academic year **2022-23**. The Internship-Project has been approved as it satisfies the academic requirements in respect to the Internship-Project work.


PRINCIPAL
SIET. TUMKUR.

Place: Tumakuru

Student Name & Signature

Date: 05/07/23

Shaik Rabbani [1SV20CS041]



ABSTRACT

Moving asteroids around a planet can be a fascinating visual experience that can be created using OpenGL. OpenGL is a powerful graphics rendering tool that allows programmers to create three-dimensional environments, including moving objects such as asteroids. By leveraging the capabilities of OpenGL, developers can create realistic-looking asteroids and simulate their movement around a planet. This can be achieved by using techniques such as transformations and lighting effects to create a realistic space environment. Additionally, developers can also incorporate user input to enable players to interact with the asteroids and the planet, adding an extra layer of interactivity and engagement to the experience. Overall, moving asteroids around a planet with OpenGL can be an engaging and visually impressive project that showcases the capabilities of this powerful graphics tool.

Niranda L...

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