

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



INTERNSHIP REPORT ON

*"Car Game"*

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

BACHELOR OF ENGINEERING  
IN  
COMPUTER SCIENCE & ENGINEERING

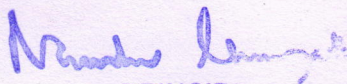
Submitted By

**SOUVIK KARAK (1SV20CS048)**

Under the guidance of

**Mr. RENUKARADHAYA PC**

Assistant Professor, Dept. of CSE.

  
PRINCIPAL  
SIET, TUMAKURU



Department of Computer Science and Engineering

**SHRIDEVI INSTITUTE OF ENGINEERING AND TECHNOLOGY**  
(Affiliated To Visvesvaraya Technological University)

Sira Road, Tumakuru – 572106, Karnataka.

2022-2023





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

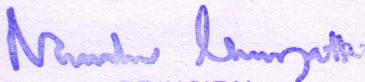
This is to certify that, Mini project report of entitled "Car Game" has been successfully carried out by SOUVIK KARAK [1SV20CS048], in partial fulfilment for the Mini project report of **Bachelor of Engineering in Computer Science & Engineering** of the **Visvesvaraya Technological University, Belagavi** 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.

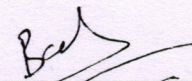


Signature of Guide

**Mr. RENUKARADHAYA PC**

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

  
PRINCIPAL  
SIET, TUMKUR.



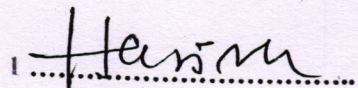
Signature of H.O.D

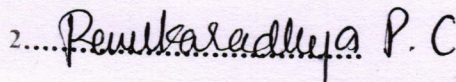
**Dr. Basavesha D** M.Tech., Phd.

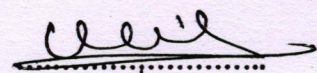

Associate Professor & HOD Dept. Of CSE,  
SIET, Tumakuru.

Name of the Examiners

Signature with date

1. 

2. 





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.



FS 543667

An ISO 9001:2015 Certified Institute

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

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DECLARATION

I, **SOUVIK KARAK [1SV20CS048]**, 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 "**CAR GAME**", embodies the report of our Mini-Project work carried out under the guidance of **Mr.Renukaradhaya P.C, Assistant Professor, Department of CSE, SIET, Tumakuru** as partial fulfilment 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.

Place: Tumakuru

Date: 05/07/23

Student Name & Signature

**Souvik Karak [1SV20CS048]**

PRINCIPAL  
SIET, TUMKUR.



## ABSTRACT:

In this mini project, we propose the development of a Car Racing Model as part of a Computer Graphics and Visualization (CGV) project. The objective of this model is to create a realistic and immersive racing experience for users. The Car Racing Model will be built using advanced computer graphics techniques and algorithms to simulate the physics and dynamics of racing cars. The model will incorporate realistic rendering of the race tracks, cars, and environments.

Furthermore, the Car Racing Model will include features to make the gameplay engaging and competitive. This may include the implementation of artificial intelligence opponents that exhibit realistic racing behaviors, challenging the user's driving skills. The model will also incorporate a scoring system, lap timings, and leaderboards to encourage competition among users. The Car Racing Model for CGV Mini Project aims to provide an immersive and realistic car racing experience for users. It serves as a platform for exploring the intricacies of computer graphics and visualization.

### **Future scope:**

- Ø It is the basic model of Car simulation
- Ø It will be used in the fields of animation.
- Ø In future this program can be improved by using of new opengl functions.

### **Technology used**

**Graphics Software:** various software packages are available for creating computer graphics, including 3D modeling and animation software,

### **Computer Hardware:**

A powerful computer with a good graphics card and sufficient storage capacity is required to run graphics software, C++ and python languages are used in graphics.

*Nandhu Kumar*

PRINCIPAL  
S. J. TUMKUR.