VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"Jnana Sangama", Belagavi-560014, Karnataka



CGV MINI PROJECT REPORT ON

"CELESTIAL EXPLORATARY"

SUBMITTED IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE CGV LAB

BACHELOR OF ENGINEERING IN COMPUTER SCIENCE & ENGINEERING

Submitted By

TEJESHWAR TR

[1SV20CS052]

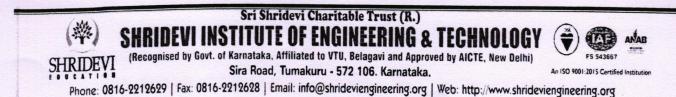
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Under the guidance of Mr.Renukaradhya .P.C B.E., M.Tech., Assistant Professor, Dept. of CSE.



Department of Computer Science and Engineering

SHRIDEVI INSTITUTE OF ENGINEERING AND TECHNOLOGY (Affiliated To Visvesvaraya Technological University) Sira Road, Tumakuru – 572106, Karnataka. 2022-23



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that, Computer Graphics and Visualization Mini-Project of entitled "CELESTIAL EXPLORATARY" has been successfully carried out by TEJESHWAR T.R [1SV20CS052], 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.



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

PRINCIPAL SIET. TUMKUR

Signature of H.O.D

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

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Signature with date

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(Recognised by Govt. of Karnataka, Affiliated to VTU, Belagavi and Approved by AICTE, New Delhi) Sira Road, Tumakuru - 572 106. Karnataka.

Sri Shridevi Charitable Trust (R.)



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

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DECLARATION

I, TEJESHWAR T.R [ISV20CS052], 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 "CELESTIAL EXPLORATARY".embodies the report of our Mini-Project work carried out under the guidance of Mr. Renukaradhya P C. AssistantProfessor, 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.

PRINCIPAL SILE TUMKUR.

Place: Tumakuru Date: 05 [0.7]23

Student Name & Signature

TEJESHWAR T.R [1SV20CS052]

ABSTRACT:

The Robot Walking Simulation in CGV (Computer Graphics and Visualization) Mini Project focuses on developing a realistic and interactive simulation of a walking robot. The project aims to explore the principles of computer graphics and animation to create a visually appealing and physically accurate representation of a bipedal robot's walking motion.

The simulation utilizes advanced algorithms and techniques to accurately model the dynamics of a walking robot. It incorporates concepts from physics-based animation, such as forward and inverse kinematics, to calculate the joint angles and positions necessary for generating realistic walking motions. Additionally, techniques like trajectory generation, motion blending, and motion capture may be employed to enhance the realism and smoothness of the robot's movement.

The Robot Walking Simulation employs computer graphics technologies to render the virtual environment and the robot itself. Techniques such as shading, lighting, and texturing are used to create visually compelling and immersive scenes. The simulation may also incorporate realistic physicsbased effects, such as gravity, collision detection, and object interactions, to add further realism to the environment.

The development of the Robot Walking Simulation involves the use of programming languages, graphics libraries, and animation frameworks. The project may leverage popular tools such as Unity, OpenGL, or DirectX to create an interactive and responsive simulation environment. Furthermore, user interface components and controls may be implemented to allow users to interact with the simulation, modify parameters, and observe the robot's walking motion from various angles.

Throughout the project, an iterative development process is followed, involving prototyping, testing, and refinement of the simulation. User feedback and evaluation are incorporated to ensure that the simulation meets the desired goals of realism, interactivity, and visual appeal.

Technology used

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Graphics Software: various software packages are available for creating computergraphics, 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.