HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT

Development of OpenGL Tutorial for The Teaching Needs of HTI Students

CS/392

AL-SELWI ANAS

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Development of OpenGL Tutorial for The Teaching Needs of HTI Students

DIPLOMA REPORT SUBMITTED TO THE HIGHER TECHNICAL INSTITUTE NICOSIA CYPRUS

In partial fulfillment of the requirements for the award of the Diploma in Computer Studies

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Type of Project: Multimedia and Web Development

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PROJECT NO
3737

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Special thanks for Ms. Maria Theodorou for her kindness, help and support as well as her patience on me.

I am really very proud to be a graduate at HTI and thanks for all HTI staff who participate on that.

At last, I would like to thank my family and classmates.

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Introduction

OpenGL is a graphic library to draw 2D or 3D scene which is a subject taught for third year students at the Higher Technical Institute.

Ms. Maria Theodorou, lecturer of graphics and other subjects at HTI, suggested "*Development of an OpenGL Tutorial for Teaching Needs of the HTI Students*" project which is a multimedia system for teaching OpenGL.

The aim of abovementioned project is to develop an online multimedia system as a teaching tool, with the cooperation of the graphics lecturers, in order to help HTI students to have a general look of computer graphics, OpenGL as presented in the class as well as present the subject in a friendly manner.

Since the project is suggested by the graphics lecturer, system requirements and necessary information about OpenGL already exist.

The goal is to build a user-friendly environment with a high level web site as well as to satisfy all the project requirements.

The project is developed using Macromedia Dreamwaver MX, Microsoft FrontPage, PHP, Ulead COOL 3D 3.5, Photoshop CS2, C++ and OpenGL library and is considered as Diploma project of the Academic year 2007-2008 for my graduation.