

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

JUNE 2008

HIGHER TECHNICAL INSTITUTE  
COURSE IN COMPUTER STUDIES

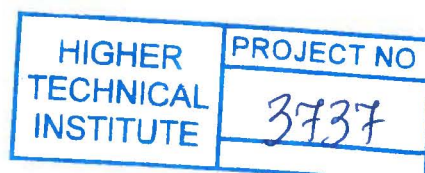
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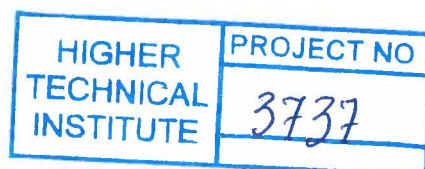
## DIPLOMA REPORT SUBMITTED TO THE HIGHER TECHNICAL INSTITUTE NICOSIA CYPRUS

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



## Acknowledgments

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<sup>1</sup> 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.