

## **ABSTRACT:**

This Project is focused on creating a software for a 3D game environment. Our software uses the basic computer graphics concepts to create various 3D objects and environments. The concept of keyframe animation has been used for the animation. We have also created complex 3D objects such as a spacecraft and a human soldier and animated them. Our software is capable of showing a 3D view of the objects using a camera class. We also included a timer which calculates the frames per second and displays it on the title bar of each demo. Since a game environment becomes more exciting with the incorporation of terrains, we have developed and implemented two different types of terrains with texture information. We also enabled movement in the terrain by using the Camera concepts.