

# **A project on computer Graphics – Bar graphs with 3d rendering.**

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**Technology / Programming Languages used :** ASP.Net with C# as programming

**Graphics libraries used:** Graphics library was utilized just to draw a point and line. Other implementation like shading and rendering was by writing own code.

**Algorithm:** The main algorithm used for showing the 3d rendering was Gouraud shading. The light source was assumed to be in at the top corner in-front of the graph.