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| FCIS - ASU |
| Project Specifications V1.0 |
| Computer Graphics Course |
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| **Year 2016** |

# General Rules:

1. Lab grades (25 points):
   1. Attendance = 5 points.
   2. Assignments = 10 points.
   3. Project = 10 points.
   4. Project Bonus = 5 points.
2. Project:
   1. Groups: Max. 6 members.
   2. You are not allowed to use any external libraries other than: OpenGL, GLEW, GLFW, and GLM. Anything else you might need, do it yourself.
   3. Project’s implementation should be done using Modern OpenGL pipeline taught in the labs.
   4. BEWARE: ANY CHEATING CASE WILL BE SEVERLY PUNISHED. (PROJECT = 0 for both groups, no questions asked).
3. Registration Form: [link](https://docs.google.com/forms/d/1ELaJGV_by1xVEjn0Qea1lEZTNVtyYx-VR0ZeC1R02SY/closedform)
   1. Registration period: ( Saturday 9-April-2016 **12:00 PM** to Sunday 10-April-2016 **12:00 PM**)
   2. Copy & paste your name from [attendance sheet](https://docs.google.com/spreadsheets/d/1SbNuyKfdcTKvbsjcC4APLo-bxNelhr3oBhEXtkLdGh4/edit#gid=874598908). (Names in submission and attendance sheet **must be identical**, otherwise your submission will be cancelled).
   3. You **MUST** select the 6 different ideas (in your preferred order), otherwise your submission will be cancelled.