

## **Computer Graphics**

### **Assignment 5 – 3D game or animation – project report**

#### **Handing in the Assignment**

This assignment is done by the same groups as assignment 5. A single .pdf document is loaded into the myschool system.

#### **Requirements**

This report is a description of the program you write in assignment 5. There is no length requirement. If you feel that the program speaks for itself and you only use what we've covered in class then it can be a short description of how to run the program, what controls (if any) to use and what graphics methods were used in the game (and shortly how and where).

If you have added anything that might not be obvious or want to point out specific implementation details that you hope to get points for, make sure you describe them and the ideas behind them here.

#### *Re-evaluation of assignment 4*

If you couldn't finish assignment 4 (shaders and lighting) or believe you can do better there, you can include in this report a detailed description of your shader in order to have your assignment 4 grade re-evaluated. Otherwise it is unnecessary to include the shaders in such detail, but make sure to include descriptions of any extra details or implementations in your shaders.

#### **Grading**

The grade for this report is the same as for assignment 5. The program is what is graded, this report is simply a supplement. Make sure to hand it in though, as no hand-in means no grade.

If you decide to include a full shader description as described in assignment 4, then that will be evaluated separately and assignment 4 re-graded.