

4D Geometry rendering assignment

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1 Background description (10%)

END

- Describe chosen area with strong rationale for why its important to investigate - Describes the scope and purpose of deliverable and what I'm expecting to achieve - Describe the level of difficulty along with relevance of work to field of graphics / games

2 Standout elements (10%)

- Describe standout elements (things considered important or critical, areas I'm proudest of, areas I struggled but then succeeded with) - Provide detail as to why they were important or how they relate to deliverable - Provide details, insight and rationale about the above

3 Design (30%)

- Describe how the deliverable works in detail - Use appropriate and recognised notations and abstraction mechanisms - Clear and detailed evidence of the use of software engineering principles (software architecture) - Detail the graphical techniques or concepts employed and how they were implemented - Describe any algorithms that relate to deliverable

4 Implementation (10%)

- Describe the process and approach of development along with any milestones - Comment on what happen in each step, what was overcome and what was learnt - Describe what steps would be useful in future projects and which ones wouldn't

Appendices

Appendix A Something

It's an appendix