

Since the class had missed a total of two classes the remaining curriculum has been altered to fit the rest of the semester. Instead of doing assignments and the last exam, we were tasked with completing a final project over the course of the final weeks of class. The project should be able to support as many of these features as possible:

1. **Modeling:** create and store a 3D object by any number of these means:
 - a. Draw three 2D "elevations" (front, top, side -- see, for example, "[my dream house](#)" or "my dream car ([front](#), [side](#), [top](#))"; your implementation should be able to "accept" any reasonable generic object, not just "my house" or "my car"). Upon drawing, store coordinates of the elevations in a way that will allow you to create a 3D model of the object from them.
 - b. Enter coordinates: choose your model format(s) (e.g., vertices, edges, primitives, other).
2. **Transform object:** apply 3D (Translate/Rotate/Scale/SHear) transformations to the created object.
3. **Viewing:** view your created object from multiple views.
4. **Transform** camera/viewer/light sources(s).
5. **Generate different projections** of the objects (refer to class discussions about different projections, see projection "tree" see [figure](#)).
6. **Edit/Change perspective** projection vanishing points (1, 2, 3).
7. **Create texture/bump/environmental** mappings for the object.

Submission:

Deviating from the original programming assignments plan, you will submit weekly progress reports:

1. Create a single web-portal where you will showcase your progress for the remainder of the semester.
2. Your project's progress should be viewable on your project web-portal.
3. Starting by Wednesday, 28-mar-2018, and for the remainder of the semester, you'll be making weekly submissions, filling out and following the requirements on the [\(revised\) final project submission form](#).
4. Other than features that depend on each other, the order by which you implement features week-over-week is yours to choose.