SONNY CHEA | COMP4270s2018 | COMPUTER GRAPHICS | DR. HAIM LEVKOWTIZ | 04-29-18

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](http://www.cs.uml.edu/~haim/teaching/cg/427-546/2017-spring/427546s2017hw2-house.png)" or "my dream car ([front](http://www.cs.uml.edu/~haim/teaching/cg/427-546/2017-spring/427546s2017hw2-car-front.png), [side](http://www.cs.uml.edu/~haim/teaching/cg/427-546/2017-spring/427546s2017hw2-car-side.png), [top](http://www.cs.uml.edu/~haim/teaching/cg/427-546/2017-spring/427546s2017hw2-car-top.png))"; 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](http://www.cs.uml.edu/~haim/teaching/cg/427-546/2017-spring/planar_geom_proj_fig.jpg)).

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 be making weekly submissions, filling out and following the requirements on the [(revised) final project submission form](https://goo.gl/forms/gdRFBrVkaoRCIXH53).

4. Other than features that depend on each other, the order by which you implement features week-over-week is yours to choose.