CSC4840/6840

Computer Graphics Imaging

Spring 2017

Project 2

Due date: 4/21/2017

In this project, you will use 3D computer graphics techniques to create a picture or a short-animated film.

Requirements:

1. You may choose to create a picture in 3D graphics, reproduce a photograph in 3D graphics, or create a short, animated film.
   1. You need to write a proposal for me to review the idea.
   2. If you choose to create a film, then I expect it to be about 1.5 minutes or longer.
   3. If you choose to create a picture, then I expect the picture to be sophisticated enough for a term project. A simple scene hastily put together in the last few weeks will not be acceptable.
2. You may work as a team or individually. The team should be between 2 to 4 people. The 3D content and workload should be proportional to the size of the team.
3. You may use downloaded 3D models.
   1. If you choose the picture option, then at least 80% of the 3D models in the scene must be created by your team.
   2. If you choose the animation option, then at least 50% of the 3D models in the scene must be created by your team.
4. If you choose to create a picture, you must render your 3D scene into a picture. If you choose to create a film, you must render your film into a video.
5. I encourage you to use Blender to create the 3D scene, but it’s OK to use other 3D tools such as Maya.
6. Each team must submit a project proposal by February 24. This proposal should include:
   1. Names of the team members.
   2. Description of your project.
   3. How will the work be distributed among team members?
   4. Submit the proposal to iCollege under the “Project 2” folder.
7. Each team must make a presentation of their project on 4/21/2017.
8. Submit the final report and rendered picture or rendered animation video by 4/21/2017.
   1. If you choose the picture option, then submit the final report and the rendered picture to iCollege under the “Project 2” folder.
   2. If you choose the animation option, then submit the final report and screenshots of the animation to iCollege under the “Project 2” folder.
   3. Submit your video along with all the source file(s) (including Blender files, images, sounds, etc.) in an USB drive or disk to me.