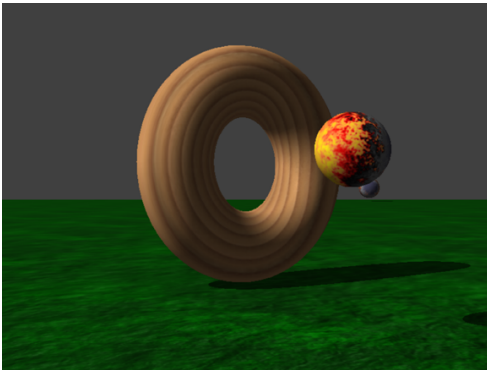


## Computer Graphics Final Project 2023



1. Theme: [Ocean](#). Design your scene, which includes various animated objects/shapes with textures. (Please use the given SphereWorld project as your reference but avoid looking like the same.)
  - a. Scene Creativity 20%
  - b. Technique Difficulty 20%
  - c. Your scene is required to fulfill below requirements: (item 2-5: 50%)
2. Uses 3 or more images/textures (cannot be the same as the examples). 10%
  - a. Apply above textures to different kind of objects (different shape).
3. Load at least one (or more) ocean theme-related obj file (cannot be the same as the given objs) into your scene and apply animation to it. 10%
4. Create various Animation. 20%
  - a. Object\_A revolves on its own axis. 5%
  - b. Object\_B revolves around Object\_A and in a cos-like wave 5%
  - c. Create at least one different kind of animation to Object\_C or more. 10%
5. Shadow 10%
6. Turn in your code, images, PDF and demo videos 10%
  - a. In your PDF file:
    - i. you must explain how to setup your project.
    - ii. How to use your project (e.g., key control, popup menu etc.)
    - iii. Screen shot of your program
    - iv. Technical difficulty you encounter and what is your solution

Note: Do not use other libraries to implement your project, except the given shared folder and the image processing library (such as OpenCV).

Submit your files before: 6/25 11:59pm