

Topic Selection for F20GA Coursework

After careful consideration and exploring various themes for our 3D Graphics and Animation project, we narrowed down our options to two potential topics:

1. **Mini Golf:** This theme involved constructing a range of golf-related objects including a golf ball, golf course, golf club, and flagpole. The idea was to create a mini-golf scene that could be rendered and animated to showcase different aspects of a mini golf game.
2. **Cutting an Apple:** For this theme, we planned to model a knife, an apple, and a cutting board. The focus would be on simulating the action of cutting an apple, capturing the texture and interaction between the objects.

After discussing these ideas with our professor, we received valuable feedback on the scope and technical requirements of each option. Based on this guidance, **we decided to proceed with the Mini Golf theme.**

Next Steps

For the coming week, we are going to work on the initial sketches of our objects. These sketches will help in visualizing the layout and design of the mini golf scene, ensuring each object is detailed and contributes to the overall theme. We will explore different designs for the golf ball, golf club, golf course, and flag pole, aiming to create a visually cohesive and attractive set of models.