**Note：**

请每个小组成员仔细填写此表格并确保信息准确且易读

\* 所有填写的信息将提供给教师团队作为评估参考

\* 请使用学术英文填写表格

|  |  |
| --- | --- |
| **Ed Course Number** (ex. PA ST 1234) | PACSSR-301007 |
| **Group Number** (ex. Group 3) | Group 6 |
| **Group (Individual) Project Title** | Mooncake Animation |
| **Group Leader Full Name** (ex. Ming Li) | Junkai Xie (Eric), Tony Wayne Wang(deputy leader), Guanhao Wang |

**Each group member should clearly state what proportion of the work they contributed to the overall final project.**

每个小组成员都需要清晰的表明自己在final project负责的部分

**以下为正确范例 ：**

|  |  |  |
| --- | --- | --- |
| **FULL NAME** | Ming Li | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | Introduction; Conclusion; Proofreading |
| Written Report | Introduction; Conclusion; Proofreading |
| Overall | My name is Ming Li. As the team leader, I assigned each team member a portion of the assignment to accomplish, pulled together everyone's inputs, proofed the paper for grammar, punctuation, and formatting errors. I was also responsible for completing the introduction and conclusion sections for both the oral presentation and the written report. |

INDIVIDUAL CONTRIBUTION (1)

|  |  |  |
| --- | --- | --- |
| **FULL NAME** | Junkai Xie (Eric) | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | Introduction; Body(Rendering & Animation) |
| Written Report | Body(Rendering & Animation) |
| Overall | During the course of the program, I took up the role as my group’s de facto leader, responsible for assigning my teammates their tasks, starting discussions, and checking in with their progresses. Technically, I was responsible for building the framework for our THREE.js project, handling tasks such as writing the HTML file, initializing the scene, loading assets, and implementing GUI & animation. |

INDIVIDUAL CONTRIBUTION (2)

|  |  |  |
| --- | --- | --- |
| **FULL NAME** | Tony Wayne Wang | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | Introduction, main body about modelling (from slide 5 to slide 10) |
| Written Report | Writing report in the aspect about modelling, clearly demonstrate the code and the process of making the moon cake. The report that written by me can be seen on [Github](https://github.com/TonyWang20/MoonCake). |
| Overall | As the deputy leader of the group, I take on the responsibility of actively monitoring the progress of each group member. I ensure that everyone follows the timeline we’ve set for our tasks. At the beginning of our project, I contributed numerous creative ideas, sparking inspiration for the team and proposing the idea of creating mooncakes, which became the theme of our project.  In addition to my leadership role, I also excel at completing my own tasks efficiently and with high quality. For example, just two days after finalizing our project topic, I completed the 3D modeling design, providing adequate time for rendering and PPT preparation. My efficiency improve workflow and project success, providing a good example for other classmate. |

INDIVIDUAL CONTRIBUTION (3)

|  |  |  |
| --- | --- | --- |
| **FULL NAME** | Davide Dongwei Wang | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | introduction; Body(Opening and Program Introduction) |
| Written Report | Integration of team members' reports |
| Overall | My name is Wang Dongwei and I am one of the team members, I am responsible for the integration of the final report of the team, including grammatical punctuation and formatting errors, and the production of the final report of the PPT task. |

INDIVIDUAL CONTRIBUTION (4)

|  |  |  |
| --- | --- | --- |
| **FULL NAME** | Guanhao Wang | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | Introduction; Main body parts for particle effects |
| Written Report | Writing the part for particle effects functionality and animation. Demonstrate the corresponding code and annotate the essential logic. |
| Overall | I’m one of the team members. I was assigned the particle effects implementation for the projects. I used node.js to code for its functionality and extend the existing GUI for users to control the parameters of the particle animations. Specifically, I loaded the particle texture, set its geometry, added material, deployed the particles randomly, and extend the functionality of the GUI by allowing users to adjust the density, size and amount of the particles. I also upload the who project execution webpage onto github.io with a simple design of html webpage containing what the professor asked. |