

## **Final Project**

Due: Presentation - December 17<sup>th</sup> (4:00pm)

Project Write-up - December 17<sup>th</sup> (11:59pm)

### **Overview:**

The project is fairly open. The two requirements are:

1. The project should involve a significant aspect of graphics programming
2. The output should be visibly different than any previous assignment.

You may work together on the final project in groups of 2 or 3. Students working alone will be given less time to present, and are expected to do as much as a those in group.

### **Write-Up:**

*Submit a write-up of about 2-3 pages which covers the following aspects:*

#### **Progress Description & Overview:**

Describe the overall goal of your project. What were you aiming to accomplish and how much of this goal you actually achieved. What were they main obstacles you encountered along the way. This section should be at least a paragraph or two.

#### **Connection to Our Class:**

In what ways did your project demonstrate various aspects of computer graphics we have discussed in this class. E.g., Time-based animation, Rendering Pipeline, Image Sampling and Reconstruction, Lighting Models, Global & Local Illumination, Perceptual basis for graphics, Shading Languages, etc. This section should be at least a paragraph or two..

#### **Key Features & Images:**

Describe the various key features of your final working system. Show several images of your project working. Highlight the various features with different images.

#### **Future Work:**

In what ways could your project be extended going forward?

#### **Submission Details:**

Submission should be in the form of a link to a webpage.