Computer Graphics and Multimedia

Francesc Sebé

'Computació gràfica i multimèdia'

Escola Politècnica Superior

Universitat de Lleida

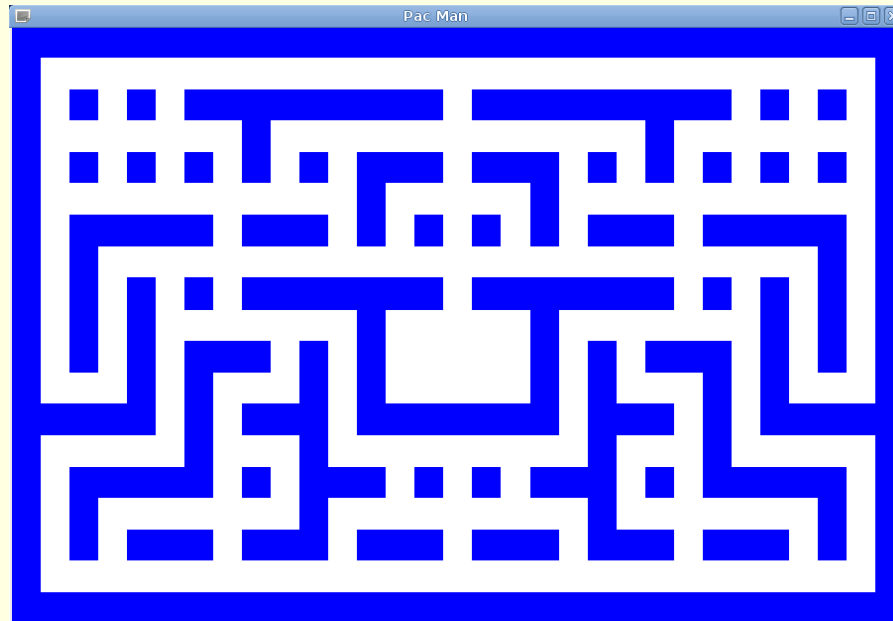# Computer Graphics and Multimedia

- In this subject
  - Development of graphical applications
    - Both in 2D and 3D
    - Using the OpenGL standard

Computer Graphics and Multimedia

- This year we will develop a PacMan videogame

- You can work in pairs or alone

- Sessions
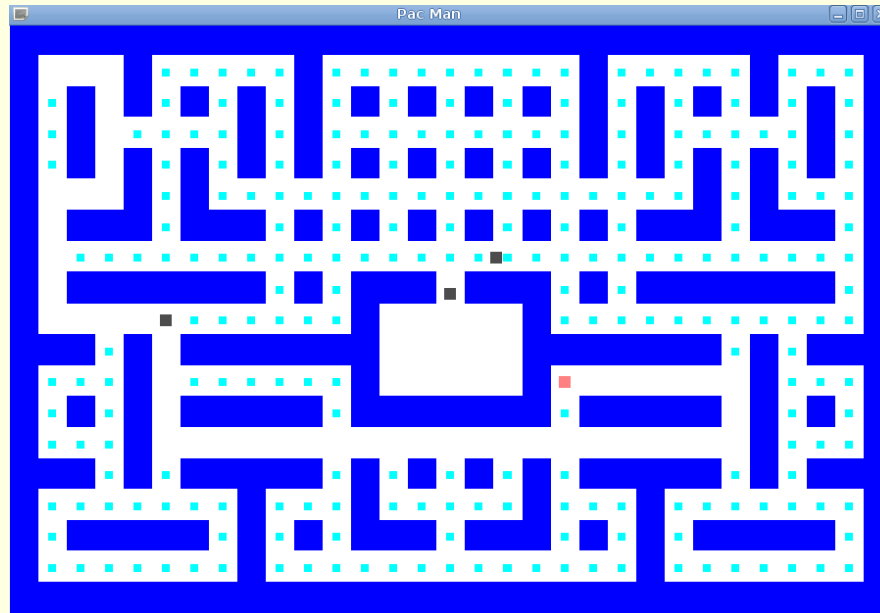   - Six hours / session
    - Four sessions

Computer Graphics and Multimedia

- First work package
  - Random generation of a Pacman map
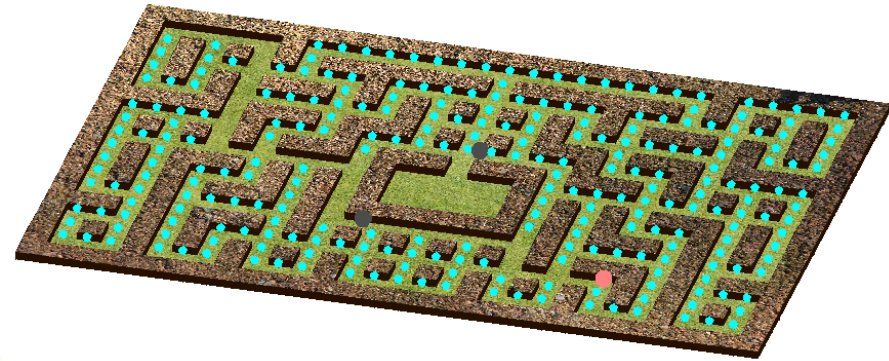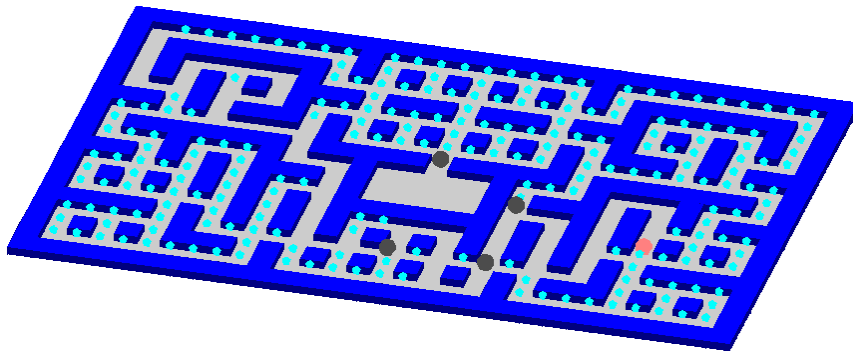 - Representation in 2D

Computer Graphics and Multimedia

- Second work package
  - Addition of food
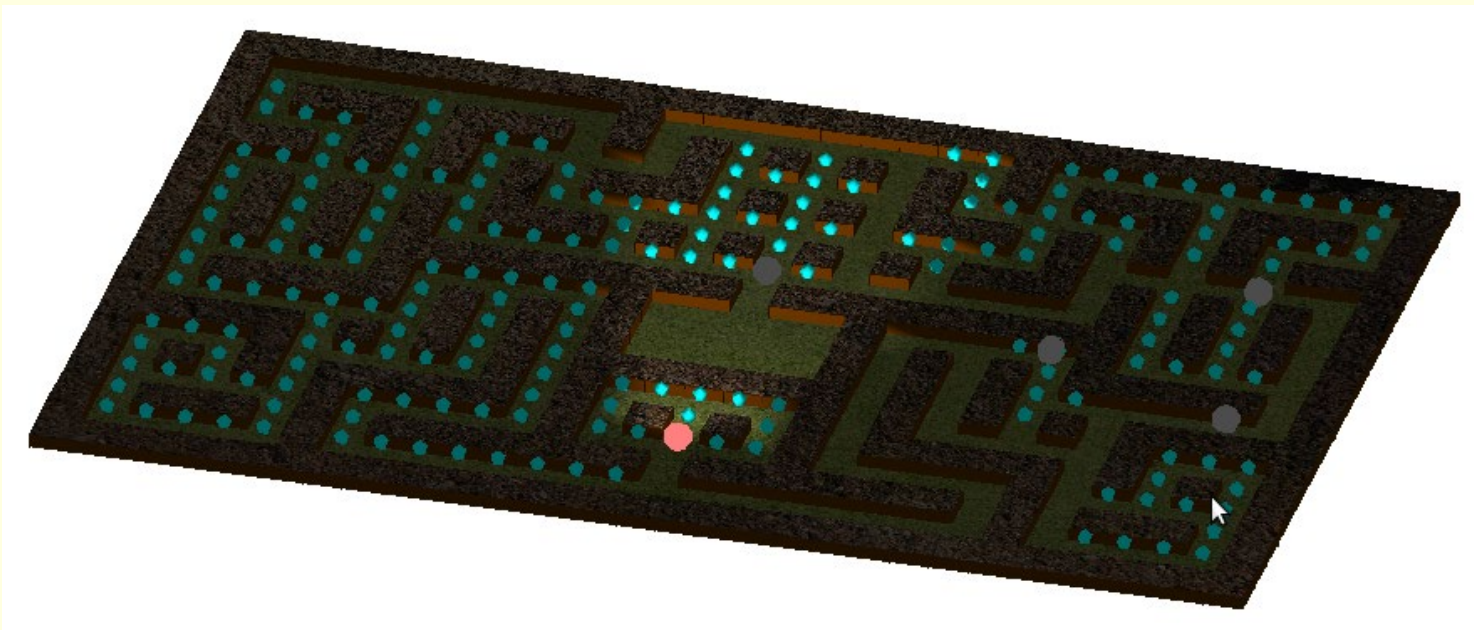 - Addition and animation of characters

Computer Graphics and Multimedia

- **Third work package**
  - Representation in 3D
  - Texture mapping

Computer Graphics and Multimedia

- Fourth work package
  - Lighting

Evaluation

- For each work package
  - A document describing the work to be done is given
  - It is <u>recommended</u> to present it before the beginning of the next work package
  - You will be interviewed about your work
    - Both members of a team are required to know about the whole project
    - In case of fraud → Application of UdL rules