

CS426 Assignment 1

[8 marks]

Use POV Ray to create an animated sequence of your choice with the following requirements.

The code should make use of commands such as **object**, **difference** and **union** to build at least one complicated object using simpler primitives.

The idea should be original. It should not be an exact rework of an online tutorial or of the handout.

Either the camera or the object should move during the animation sequence.

If you do use imported models (or code available on-line) this should be clearly acknowledged in the comments of the source code.

Submit the POV Ray code and animation files (renamed *surname_initial.pov* and *surname_initial.ini*), the resulting movie file (*surname_initial.avi* 320x240 or lower resolution) and a picture of a selected frame of the animation (*surname_initial.bmp* with 1024x768 resolution). These files should be contained in a single zip file called *surname_initial.zip*.

Please try to name the files properly as it makes marking them straightforward, for example the student Joe Soap would submit a file called *soap_j.zip* containing *soap_j.pov*, *soap_j.ini*, *soap_j.avi* and *soap_j.bmp*. To do this right click on the files in Explorer and select 7-Zip and then Add to Archive and select the zip format rather than tar or 7z.

The avi files will be reviewed using VideoLan, VLC.