

Project Requirements

Interactive Graphics Course
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Passing the exam

- Three ways to pass the exam
 1. Homeworks + Project
 2. Project + Oral exam
 3. Oral Exam
- If you don't finish the homeworks, you can still complete the project, but the project must include a significant use of «basic» WebGL
- Oral examinations will take place in scheduled exam days. Please register on InfoStud and send me email before coming.

Project requirements

- You choose the theme, but it needs my approval
- Can be done in groups of 1 to 3 persons (exceptionally 4)
- You can use «basic» WebGL or advanced libraries, such as ThreeJS (<http://threejs.org/>) or Babylon (<http://babylonjs.com/>)
- You can use models created with a modeler or found on-line
- The project MUST include:
 - Lights and Textures
 - User interaction
 - Animations

Project steps

1. Come up with an idea for a possible project
2. Send me (by email) your idea and wait for the approval
3. Work on the project, if you need help I will be available on Thursday morning 10am to 12am (better send email before coming to be sure)
4. When you are ready, send me email and agree on a date (preferably on a thursday morning)
5. All members of the group must come, be prepared to discuss the details. Bring a written document describing your work and (optionally) slides to help you present your work

Project presentation

- The accompanying document should be both a technical presentation and a user manual and contain:
 - Description of the environment used (basic WebGL or other)
 - List of all the libraries, tools and models used in the project but not developed by the team
 - Description of all the technical aspects of the project
 - Description of the implemented interactions
 - The length is up to you, at least 5-10 pages