

Project Requirements

Interactive Graphics Course
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Passing the exam

- Three ways to pass the exam
 1. Homeworks + Project
 2. Project + (short) Oral exam
 3. (long) Oral Exam
- Oral examinations will take place during office hours (Tuesday morning). Please register on InfoStud and send me email before coming.

Project requirements 1/2

- 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/>) or others (in this case I must approve them)
- You can use models created with a modeler or found on-line. **YOU CANNOT IMPORT ANIMATIONS**

Project requirements 2/2

- The project MUST include:
 - Hierarchical models
 - At least one and more complex of the model used in homework2
 - Lights and Textures
 - At least one light, textures of different kinds (color, normal, specular, ...)
 - User interaction
 - Depends on your theme, as an example: turn on/off lights, change viewpoint, configure colors, change difficulty,
 - Animations
 - Most objects should be animated, in particular the hierarchical models should perform animations that exploit their structure. ANIMATIONS CANNOT BE IMPORTED, should be implemented by you in javascript (WebGL, ThreeJS or other approved library)

Project steps 1/2

1. Come up with an idea for a possible project
2. Submit your idea in the Google Form <https://goo.gl/forms/f7FYvWsUx8fLwHfo1> and wait for the approval. The project must be uploaded on GitHub
3. Activate your GitHub Classroom repository at his URL <https://classroom.github.com/g/zK7SwNrf> This repository should contain ALL the source code (including the used libraries) plus the documentation
4. Work on the project, if you need help I will be available on Tuesday morning 10.30am to 12.30am (better send email before coming to be sure)

Project steps 2/2

5. When you are ready, upload all the files in your GitHub repository and create inside of it a GitHub Pages web site that shows your project
6. Send me email to agree on a date (preferably on a tuesday morning). **Remember:** the project should be visible from GitHub
7. 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

Deadlines

- The proposal **MUST** be submitted by December 2018 at the latest
- The project **MUST** be completed by the January-February 2019 exam session
- If you do not complete the exam by February 2019, the homeworks are lost and you need to start from scratch with the rules for next year