3D Content Creation

Level Renderer Project

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The primary goal of 3D Content Creation is to apply what you have learned so far about computer graphics to create software designed to draw the visual aspects of a game level. You will need to be working on this assignment throughout the month. There are key aspects of this project you can start work on immediately. This will continue to increase as you learn more about your chosen graphics API via specific guided assignments and masteries.

This is the focal assignment of this course and the one most highly weighted in your overall grade. The companion rubric details how this project will be evaluated, please look through it carefully. (Take note of the… *notes*)

A Renderer is one of the core pillars of technology for any real-time 2D/3D interactive software. If you are trying to understand what a video game is, then having a basic working knowledge of what Renderers are and how they work is critical. Even the minimum feature set of this renderer will have you leave the course with the impressive ability to design and draw a game level on your own!

To get started, I suggest you check out the weekly project milestones in FSO. They will explain what parts of the project are possible with your current knowledge level and what you will need to have complete each week to stay on track.

Your completed project will be critical to future courses that expect you to understand how 3D rendering works. It can also stand on its own demonstrating your 3D knowledge and deep understanding of how videogames function. Try to do your best work!