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CSCI 4229
Computer Graphics

Project Proposal

Proposal:

I would like to design my project around the concept of a bird flying through the sky. The main idea behind this project is to get the bird to animate and move his wings, while time is moving from day and night and the weather changing to depict orientation. Hopefully, I'm able to apply lighting, movement, reflection, shadowing and shaders into the project.

Primarily, I intend to have different tints of color for lighting as the sun sets and rise, and have shadowing to change based on the weather, amount of clouds and bottom environment variables. For example, if the setting is currently night and the sky is clear, the only lighting will come from star and moon objects, making the scene appear more black and blue. However, if it's night and very cloudy, the clouds would produce more lighting and allow to the bird to cast a more prominent shadow.

I would also like to apply rain and snow to include refraction and light absorbing drops, if the project isn't ambitious enough as it is. Rain would produce small droplets onto the scene that would mimic a distorted amount of colors within its general proximity, while snowflakes would cause the scene to appear brighter without causing reflective sheen.