

CS 410 Introduction

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REAL IMPACT

REAL PROJECTS

Figure 1: Professor Haehn always keeping it real.

ABSTRACT

The CS 410 introduction project begins with a UMass Boston box logo. After 400 milliseconds, it displays the graphical design of "real skills, real impact and real projects". Finally, the voice follow up begins.

KEYWORDS

WebGL, Visualization

ACM Reference Format:

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1 INTRODUCTION

I believe that every project is important no matter how big or small. A student can learn so much and become better programmers by problem solving complex software issues. My contribution is that I did everything.

2 RELATED WORK

XTK [1].

3 METHOD

The background for the introduction is gray. The project mostly just uses XTK. The first part of UMass Boston loads. Then, it disappears and the graphical design of "real skills, real impact and real projects"

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is visible. The graphic design then rotates and the CS 410 software engineering caption is seen. The second part is when the content starts. Music volume is lowered to .1 and the voice mp3 file starts. The times for content 1 through 5 are 0, 1400, 4000, 5700, 8200, and 10100. I did the voice over saying "today, we will begin the semester, and, talk about the course, this is lecture 1.". The commas signify a change between frames while the voice mp3 is being played.

3.1 Implementation

Part of the animation concept:

```
if (f > 0)
    document.getElementById(frames[f-1]).style.display = 'none';
if (frames[f] != null)
    document.getElementById(frames[f]).style.display = 'block';
```

3.2 Milestones

Structured the development by

3.2.1 *Milestone 1.* Brainstormed different designs by using an iPad and Apple pencil.

3.2.2 *Milestone 2.* Chose the following design

3.2.3 *Milestone 3.* Began creating my designs

3.3 Challenges

Describing the challenges faced.

- Challenge 1: Making specific boxes gray for the UMass Boston logo
- Challenge 2: The design would not load without using local-host

4 RESULTS

The final result is a project that does not run properly. This is because I did the parts of the projects separately then at the end when I put everything together I ran out of time.

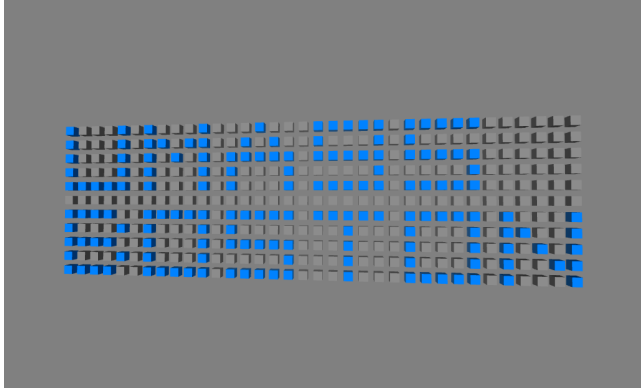


Figure 2: An example image.

5 CONCLUSIONS

In conclusion, I learned a lot from taking this Graphics course and would definitely take it again. I just wish I could have implemented more of what I learned.

REFERENCES

- [1] Daniel Haehn, Nicolas Rannou, Banu Ahtam, P. Ellen Grant, and Rudolph Pienaar. 2012. Neuroimaging in the Browser using the X Toolkit. *Frontiers in Neuroinformatics* (2012).