

Project Requirements

Interactive Graphics Course
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Passing the exam

- Three ways to pass the exam
 1. Homeworks (deadlines during the course) + Project (deadlines after the end of course, latest in September)
 2. Oral Exam
- Oral examinations will take place at fixed dates (see InfoStud). Please register on InfoStud before coming.

Project requirements 1/2

- You choose the theme
- Can be done in groups of 1 to 4 person
- 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. Come up with an idea for a possible project
2. Activate your GitHub Classroom repository at his URL https://classroom.github.com/g/RJ8_73BW register all the team members and create there your project. This repository should contain ALL the source code (including the used libraries) plus the documentation
3. Work on the project, before the deadline please activate GitHub Pages in the main directory and check that your project is executable on GitHub. Put the link in the README file.
4. Register in Infostud in the correct session and send me email (before the deadline) that you completed the project and it can be evaluated

Project presentation and voting

- 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
- All projects presented at a deadline will be voted by you to choose the best ones

Deadlines

- The project **MUST** be completed in one of the three deadlines:
 - June 23° 11.59pm
 - July 14° 11.59pm
 - September 22° 11.59pm
- When a deadline arrives all completed projects will be marked.
- Late submissions will **NOT** be allowed, the repositories will close on the last deadline