CPT205 Computer Graphics (2019-20)

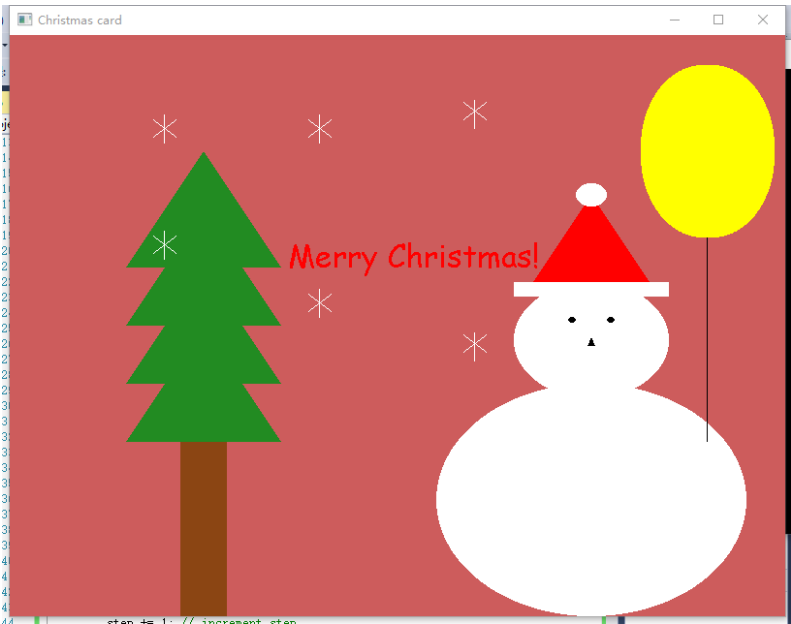# Further Notes for Assessment 1 – 2D Modelling Project

Deadline: Monday, 9 November 2020

This further guide is produced in response to the questions received so far.

1) While FreeGLUT is sufficient for the work, GLEW can be used in an organised way. This is for the purpose of marking so submitted code can complied and run in a defined environment given in Learning Mall for the module.

2) We strongly recommend the use of Windows and MS Visual Studio, and in case of problems with personal computer set up, computers in the labs in SD546/SD554 (which are available outside the scheduled lab sessions) should be used for completing the assessment work. We may need to ask for further information / explanation (in person if you are on campus) if Mac is used for the Assessment.

3) Typical topics/techniques covered till week 05 in both lecture and lab sessions will be considered for this assessment (e.g. creation of geometry, transformations, viewing which can provide zoom/pan functions, animation and interactions via the mouse and keyboard) as stated in the Assessment Brief. The focus is on 2D effect (including projection while projection is generally for 3D viewing).

4) Other topics/techniques (such as lighting and materials, and texture mapping) and assets (such as images/objects) imported into OpenGL for the assessment work may enhance the effect but will not attract extra marks.

5) A technical support session for Assessment 1 (and in for the general lab work) has been arranged for the reading week in SD546 at 16:00-17:00, Tuesday, 3 November 2020.

6) At last but not the least, please carefully read and follow the Assessment Brief and make submission by the deadline of Monday, 9 November 2020.

Screenshots of example work

Example 1

Example 2