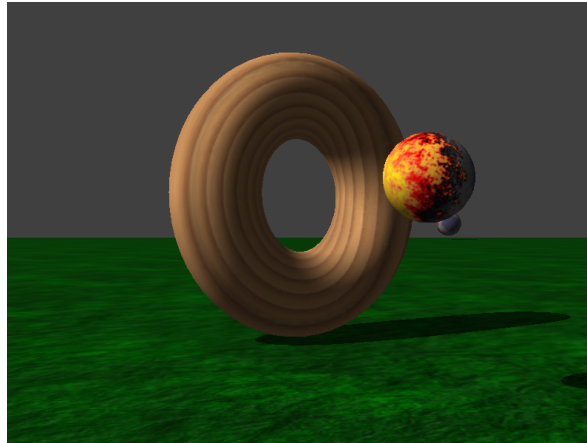


Computer Graphics Final Project 2021



1. Design your scene, which includes various animated objects/shapes with textures. Please use the given SphereWorld project as your reference but avoid looking like the same.
 - a. Scene Creativity 20%
 - b. Technique Difficulty 20%
 - c. Your scene need to fulfill below requirements:
2. Uses 3 or more images/textures (cannot be the same as the examples). 30%
 - a. Apply above textures to different kind of objects (different shape). (10% for each object/texture)
3. Create various Animation. 20%
 - a. Object_A revolves on its own axis. 5%
 - b. Object_B revolves around Object_A. 5%
 - c. Create at least one different kind of animation to Object_C or more. 10%
4. Turn in your code, images, PDF and demo videos 10%
 - a. In your PDF file:
 - i. you must explain how to setup your project.
 - ii. How to use your project (e.g., key control, popup menu etc.)
 - iii. Screen shot of your program
 - iv. Technical difficulty you encounter and what is your solution

Note: Do not use other libraries to implement your project, except the given shared folder and the image processing library (such as OpenCV).

Submit your files before: 6/28 11:59pm