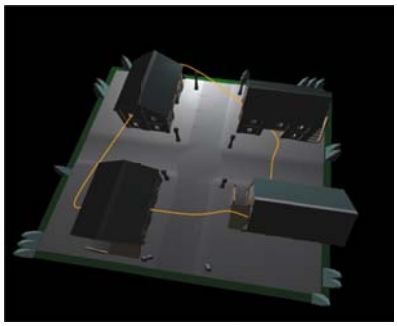
CSE 170 – Computer Graphics - Final Project (Project 2)



Links to some past final projects:
http://graphics.ucmerced.edu/~mkallmann/courses/cse170-17s/pres.html
http://graphics.ucmerced.edu/~mkallmann/courses/cse170-15f/proj2.html
http://graphics.ucmerced.edu/~mkallmann/courses/cse170-13f/proj2/

Project Demonstration: Dec 19 Thu, 3PM to (at most) 6PM – CLSSRM 120

Project Submission at CatCourses: 1h before the demonstration time.

Description

Your Final Project has 3 Main Parts:

Part 1: Show your first results in a lab until the final Checkpoint lab (worth 10 points): You have until your last lab to tell us the following: a) define your chosen topic, b) show some first results and c) tell us what each member will do (if a group project). More information follows below:

- First results: It is ok if you do not have much to show but you have to show something already done (some application running) and demonstrate that initial steps have already been implemented. Your project will most likely be in group and each member will have to present some initial results and explain exactly what features each group member is expected to do. Note that the TA will have to agree that your proposal is reasonable before you move forward. The TAs will take note of your project so that we can organize the final presentations.

- Implementation: Each member has to be responsible for at least one "significant feature" of the project. This "feature" has to be related to what we saw in class and has to be implemented completely by the member. External support code can be used but each member is expected to implement a significant feature of the project by himself/herself. *Projects have to be implemented in C++ and with SIG* – but I can grant exceptions to this rule in case there is a good reason to do your project in another platform. If this is your case please come talk to me.

- Groups: Typically groups will have 2 to 4 members. Individual projects are also possible, but please no groups with more than 4 members (unless you have a good reason for it). Plan to use the results of your project to showcase your abilities in job applications.

- Changes: If for any reason the plans for your project (or group membership) change, please communicate immediately to your TA, who will make sure we know what to expect from each project.

Part 2: Presentation: At the demonstration day you will run and explain your project to the class.

- You can use your own laptop or any other computer in the room, just be sure your application will run fine in the presentation day. I will bring my laptop computer, which can be used by anyone for presentations. At the end of the presentations there will be an election for the best projects (and possibly a prize!)

Part 3: Submission: The submission has to be a 7z/zip file with: a) representative image, and b) your implementation code. Only 1 member of a group needs to submit.

a) Representative Image: as part of your submission, in addition to uploading your code, you will also be required to supply one .png or .jpg snapshot of your project. This image should be the best representative image to highlight your project. We will later organize a web page with all pictures. Please name your picture in the following format:

`proj2_[last name of a member or project name].jpg/png`

c) Implementation: all your implemented code has to be zipped/7zipped and uploaded to CatCourses in a way that we can recompile your project ourselves if needed; so be sure no files are missing. Before submitting, test to unzip your package in a different directory in order to make sure it can still be compiled with no errors and every texture can be loaded. If the project is too big please notify us and you may upload just the .cpp files.

Optional: Just send to me an email to ask or report anything relevant about your project, for example such as to report any difficulties happening with the group members, etc.

Project Topics

A few suggested topics are provided in the posted Proj2-Topics.pdf document. You may also specify your own project topic. Read the instructions in the Proj2-Topics.pdf document for details.

Grading

We will use the features you proposed to develop in your project for the grading - we will basically check how well they were implemented when you present the final result. Overall grading:

10% - checkpoint 1 presentation (5% for project and group definition, 5% for initial results)
10% - the final presentation/demonstration of your project works and is interesting
5% - the correct submission of the project with nothing missing
30% - the main goal of the project was achieved
30% - good implementation of the features identified by you
15% - overall quality of your project (graded by the whole instruction team)