

Introduction to Computer Graphics Project Notes



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Computer Graphics

These notes are here to:

1. Help you setup and run your projects
2. Help you get everything in the right format for submission
3. Help you get a **better grade** by doing all of this correctly!

better grade!

better grade!

better grade!

better grade!

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- As this is a computer graphics course, you need to find *somewhere* to run your programs that have graphics display hardware on them. ***flip* is not one of these places.**
- If you don't have access to your own graphics system, then you can use what we have at OSU. **On-campus users** will have access to Windows and Linux systems on-campus.
- Off-campus users can access our Citrix system. See the next slide.
- As of right now, the situation with what buildings, rooms, or equipment we will all have safe access to is very fluid due to Covid-19. Stay tuned.



Citrix allows you to get remote desktop access to other systems. To put Citrix on your own machine, go to <https://citrix.com/downloads>, select your operating system, and click on **Download**

Click **Add Account** and enter your ONID email (e.g., jgraphics@oregonstate.edu)

Click on **Continue** to configure your account

Enter your ONID email and password in the dialog box, and click **Logon**

When you run Citrix, click on the **Desktops** icon at the top

Go to: <https://it.engineering.oregonstate.edu/citrix/> for more information



If you are on your own Windows system, you can get Visual Studio 2019 by going to:
<https://azureforeducation.microsoft.com/devtools>
and following the instructions.

The account you want to enter is your onid@oregonstate.edu account.

Once you have Visual Studio, download the file **Sample2019.zip**, unzip it on your system, and double-click on the **.sln** file



If you are on your own Linux system, compile using g++:

The typical g++ compile sequence is:

```
g++ -o proj proj.cpp -lGL -lm
```

Note that the second character in the 4-character sequence “-lGL” is an ell, i.e., a lower-case L. This is how you link in the **OpenGL** library.

Note that the second character in the 3-character sequence “-lm” is an ell, i.e., a lower-case L. This is how you link in the **math** library.



Your project turnins will all be electronic.

Your project turnins will be done at **<http://enr.oregonstate.edu/teach>** and will consist of:

1. Source files of everything (.cpp, .vert, .frag)
2. A report in PDF format. ***You can .zip everything else if you want, but leave the PDF as a separate file.***

Electronic submissions are due at 23:59:59 on the listed due date.

Your PDF report will include:

1. A title area on the first page: your name, email, project number, and project name.
2. A couple of screen captures to show your program in action
3. A web link to a video showing your program in action

Your project will be graded and the score posted to the class web page.



If you did not get full credit, you will receive an email telling you why.

In order to get your project graded, you need to make a video of your program in action:

- You can use any video-capture tool you want
- If you have never done this before, I recommend **Kaltura**, for which OSU has a site license for you to use
- You can get the Kaltura noteset here:
<http://cs.oregonstate.edu/~mjb/cs557/Handouts/kaltura.1pp.pdf>
- If you use Kaltura, be sure your video's permissions are set to **Unlisted**.
You need to proactively do this -- this is not what the default setting is.
- If the permission isn't set to **Unlisted**, then we won't be able to see it and we can't grade your project
- Don't make your video overly long! Show what we need to see to grade it. Do not walk us through your code!!
- Be sure that you include the web-link to your video in your PDF report!

- You didn't put your name on the title page of the PDF report (-5)
- You submitted some other file type for your report other than a PDF (-5)
- You buried your PDF in a .zip file instead of leaving it outside (-5)
- You didn't put a link to your video in your PDF report (-5)
- You didn't change your Kaltura video permission to *Unlisted* (-5)



Projects are due at 23:59:59 on the listed due date, with the following exception:

Each of you has been granted **five** Bonus Days, which are no-questions-asked one-day project extensions which may be applied to any project, subject to the following rules:

1. No more than **2** Bonus Days may be applied to any one project
2. Weekends and holidays count as “days late”
3. Really what I do is look at your turnin *date*. Your turnin date minus the due date is how many “days late” your project is.



To use one or more Bonus Days on a given project:

- You don't need to let me know ahead of time.
- Turn-in promptness is measured **by date**. Don't worry if *teach* tells you it's late because it is between 23:30:01 and 23:59:59. But, *after* 23:59:59 on the posted due date, **it's late!**
- *teach* has been instructed to accept your turn-in, no matter when you do it.
- I will run a script to identify the projects that will have Bonus Days deducted
- You can see how many **B**onus **D**ays you have **L**eft by looking in the **BDL** column of the grading table on the class web site.

