



CS 450/550 -- Fall Quarter 2020

Project #1

50 Points

Due: October 5

Draw Something Cool in 3D!

This page was last updated: July 26, 2020

Introduction

This project requires you to draw something fun in 3D. It must be of your own creation. You can use pre-canned 3D objects, such as the ones that GLUT provides, in *addition* to your own, but you must also create your own geometry.

You must have at least **100 x-y-z coordinates**. These can be divided up among multiple of your objects.

Note that you don't need to type in the 100 x-y-z's yourself. You are welcome (recommended!) to generate most or all of them procedurally.

This must be your own object(s). Reading geometry in from a file doesn't count.

You must use at least **5 different colors**.

The 3D rotation and scaling from the sample program must still be working.

Turn-in:

Use the [Teach system](#) to turn in your:

1. Your .cpp file
2. A one-page PDF with a title, your name, your email address, a nice screen shot from your program, and the link to the [Kaltura video](#) demonstrating that your project does what the requirements ask for. Narrate your video so that you can tell us what it is doing.

Be sure that your video is flagged *unlisted*.

Bonus Days:

Each of you has been granted five total Bonus Days, which are no-questions-asked one-day project extensions, but no more than **2** Bonus Days may be applied to any one project. Hint: Bonus Days will likely be worth a lot more to you late in the quarter than they are worth to you early in the quarter!

Grading:

Feature	Points
At least 100 vertices	20
At least 5 colors	20
3D rotation and scaling	10
Potential Total	50