# Introduction to Computer Graphics

Spring 2021, Dr.-Ing. Stephan Ohl

# Final Project

In this final project, you are going to render the models that you created in Blender.

### Academic Integrity

The standard UPJ academic integrity rules apply with the following additions.

You may use *code snippets* from online sources. If those *code snippets* span more than three lines with standard formatting, then you must document your sources clearly in a code comment. This is considered good practice. This rule still applies, if you modify these code snippets slightly. Documentation is strictly required if you use more algorithmic code that is not your own.

# Part 1: Importing GLTF Models

1.1. Model a number (at least three) objects in Blender. Choose a topic that you like.

1.2. Export those objects in either one or multiple human-readable GLTF files.

1.3. Use the GLTF handling code in `webgl_objects.js` as a starting point to import your GLTF data to JavaScript.

## Part 2: Rendering

2.1. Use the imported objects/meshes to create a tiny scene that is rendered in WebGL. Note that you can simply duplicate your object/meshes in code to create a much larger scene.

## Part 3: Animation

3.1. Implement one or more simple continuous animations in your scene. This can be for instance a wind mill, a carousel, or something completely different.

**Due Date:** Sun, May 2 2021 **Points:** 60