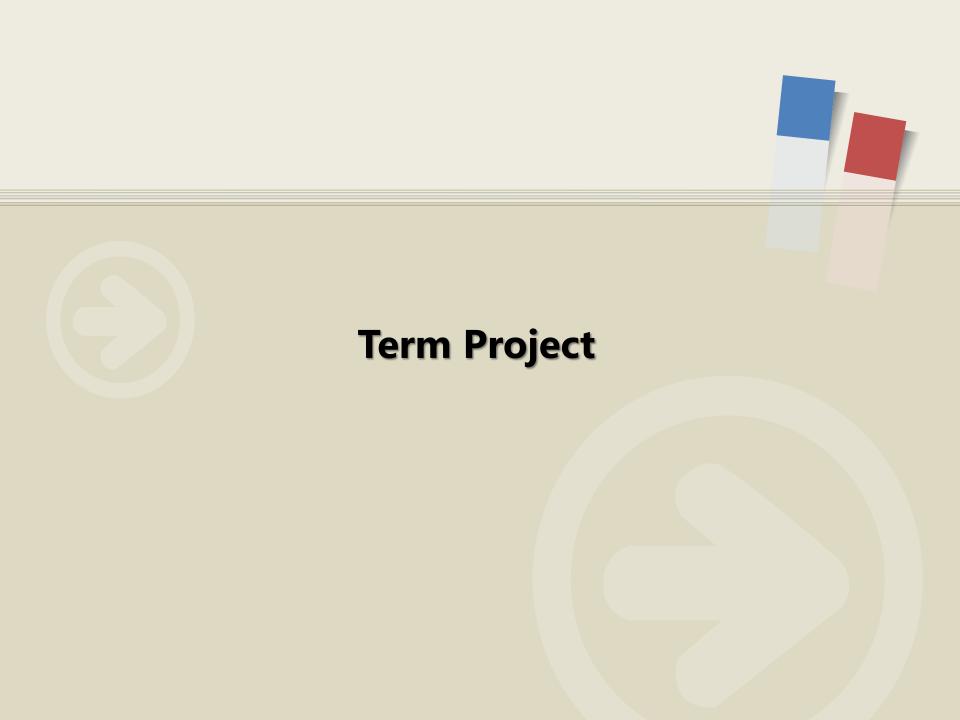


Computer Graphics

Younhyun Jung School of Computing, Gachon University





Term Project

- Object
 - To improve programming skill & the ability to collaborate with team members
- Schedules
 - Project design (Proposal): 8th week (10/17 ~ 10/23)
 - □ Final presentation & report: 11st week (11/07 ~ 11/13)



Term Project Proposal

- Due date: 10/16
- Subject: free topic
- Contents (individual and teamwork)
 - Title
 - Team Member Information (+ e-mail address)
 - Brief description
 - Key features (advantages)
 - Tasks scheduling (which person in the team is going to assume primary responsibility for which parts of the project)



Term Project Proposal

- Volume: 5~10 slides
- Your presentation should be with 5 to 10 minutes
- Evaluation Criteria (three grades)
 - Proposal originality
 - Technical difficulty
 - Presentation quality



Term Project Proposal

Notes

- Professional Game Engine Tools, e.g., Unity, are not allowed to build your project
- You can use WebGL libraries, e.g., Three.JS
- Teams who don't rely on any WebGL libraries will get extra marks even though the visual outcomes are not equivalent to those from other teams