



# Computer Graphics

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# **Term Project**





# Term Project

## ❑ Object

- ❑ To improve programming skill & the ability to collaborate with team members

## ❑ Schedules

- ❑ Project design (Proposal): 8<sup>th</sup> week (10/17 ~ 10/23)
- ❑ Final presentation & report: 11<sup>st</sup> 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