

Final Project

Handout date: 03/31/2019

Proposal submission deadline: 04/10/2019, 23:59 EST

Project submission deadline: 04/26/2019, 23:59 EST

Demo date: 04/30/2019 9:30 - 10:45 AM and 05/02/2019 9:30 - 10:45 AM

This final project accounts for 35% of your final grade.

Goal of this exercise

This is the final project of the class. You are free to decide what you want to work on, as long as it follows the guidelines below.

Submission

Follow the guideline from TA.

1 Project Guidelines

You have to prepare a 1 or 2 pages overview of the project, detailing what you want to do and what is the relation with the topics learned in the class. This document has to be sent to the instructors and it has to be approved before 04/10/2019. The grade of the final project will be given depending on the correctness and completeness of the graphics part of the project (wrt the project overview). Only the parts that are related to computer graphics will be graded.

Software Libraries. You are free to use any software library you want, as long as it is detailed in the project overview and approved by the instructors.

Minimal Requirements. The project must use either ray tracing or rasterization to render a scene. The project must use at least one technique that has not been already covered in the previous assignments (i.e. texture mapping, advanced shaders, procedural geometry/materials, mesh generation, deformation and animation, virtual reality, raster transparency, raster shadows, or any other technique that is approved by the instructors).