Geometric & Graphics Programming Lab: Lecture 12

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1. Workshop N.5

2. Minimal git/github instructions

Workshop N.5

Modeling the furnishings of high schools

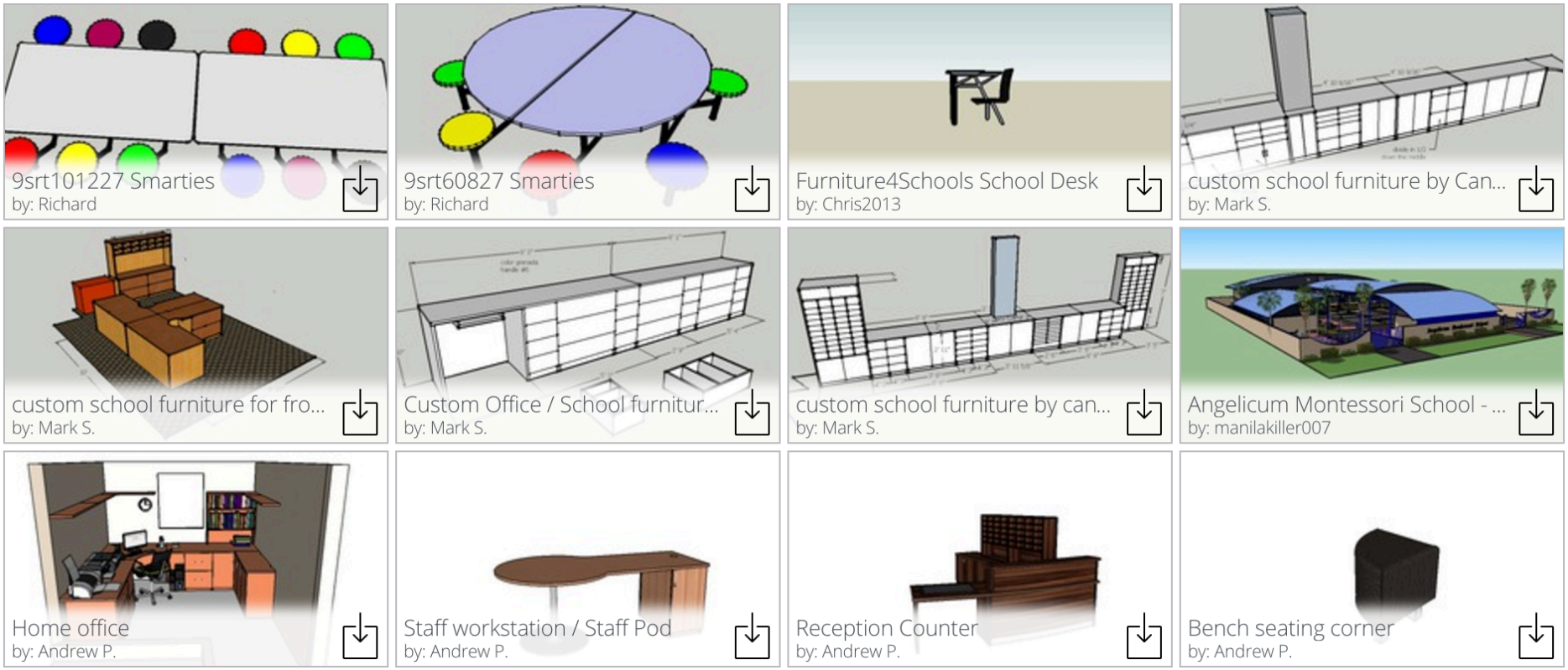

Figure 1: Images from Warehouse 3D

Look at some examples

- classical Classroom Furniture
- mobili scolastici
- mobili scolastici scuole superiori
- Education
- school furniture
- Classroom Storage

School-Furniture-Guide

- School-Furniture-Guide
- acquisti mobili scolastici

Requirements

- Write a single notebook, named `workshop_05.ipynb`
- Choose a notebook Title, for example `<my_school_furniture>`
- Start the notebook with a web reference and one/more image/s of your type of furniture (i.e. your chosen kind of furniture models)
- List the variables used in your code, with a textual definition
- Provide a short description of used geometric methods you are going to implement
- Include the coding of a single parametric function named `ggpl_<my_furniture>`
- Provide only 3 formal parameters, of type `list` of `real`, named `dx,dy,dz`, respectively
- Provide the images generated by some executions with different actual parameters.
- Use measures in meters (m)

Style specs

- use meaningfull identificators (variables and parameters)
- use camelCase ids
- add Python `docstrings` (google for it)
- produce a single notebook file, named workshop_05.ipynb
- file path: `your_repo/2016-11-11/workshop_05.ipynb`

Minimal git/github instructions

Minimal git/github instructions (1/2)

create your local repository

```
$ mkdir 2016-11-11
$ cd 2016-11-11
$ touch workshop_05.ipynb
```

Minimal git/github instructions (2/2)

commit your work

```
$ git add -A .
$ git commit -m "add a short note to commit"
$ git push origin master
```