Introduction to Computer Graphics – 2023/2024

Three.js – Project

*** Intermediate Presentations: April 18 and April 23 ***

*** Final Presentations: May 16 and 23 / May 28 and June 4 ***

Introduction

The projects are designed and developed individually, not as group work. The delivered project must be original.

In addition to the files distributed in the classes, existing code or libraries may be used, provided their origin is clearly referenced in the code.

Projects that use a large volume of non-original code, without explicit reference, will not be accepted.

Project Proposal on Moodle until March 27 (1 A4 page, max.).

Each student must submit a **proposal** for the development of a **3D application** demonstrating the **modeling** and **animation of** objects, and the use of **illumination, textures, etc.** in a scenario of choice, with **interactivity / control** by the user (**keyboard and mouse**)**.**

If you do not succeed in defining your own project proposal, contact Prof. Joaquim Madeira, who will assign you a project from a list of project ideas.

Intermediate Presentations in Mid-April

A **presentation** of the project status and a **live-demonstration** of the already available functionalities (ca. **5 minutes** in total).

Final Project Delivery on Moodle until May 23

In addition to the **code**, you have to deliver a **video** and the **slides of your presentation**, describing the main aspects of both the application developed and the work done.

A skeleton of the presentation slides (i.e., their format) will be available on Moodle.

The project should be made available on the Web, so that it can be easily run.

The delivered code should be self-contained, so that it can be easily setup on any computer.

Project Presentations at the End of the Semester

A **presentation** of the project and a **live-demonstration** of the application developed (ca. **10 minutes** in total).