

The Eye

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CS450

Final Project Proposal

Goal:

Load a head model that contains a functioning eye that satisfies the following:

- Blinks
- Has an iris that dilates
- Tracks cursor as it moves
- Has eye color
- Has eyelashes

Steps:

1. Load a model head
2. Strip out the eyelids/make them open and close with keyboard
3. Add an iris that dilates (possibly within an animation)
4. Use shader to give the iris some color
5. Add hair to represent eyelashes (Bezier-curve?)

Easy, right?

Points:

- Load head model (10pts)
- Eye-lids top/bottom move up/down (30pts)
- Has iris and sclera (20 pts)
- Iris dilates (20pts)
- Has eyelashes (20pts)
- Tracks cursor (**bonus 10pts**)