

**CMSC 161 - Interactive Computer Graphics**  
**2nd Semester AY 2016-2017**  
**Project Specification**

**Task:** Create a 3D Model for a Desktop Computer in a scene with a **conceptualized theme**.

**Other specs:**

- Create **15 other objects** in the scene (Repetitive objects are not counted)
- Use textures for your objects
- Create actions (e.g. changing light settings, movement of the camera, etc.) that will modify the scene using different events (i.e. key events, mouse events).
- Use animations.
- The use of framework(e.g. [ThreeJS](#), [WhiteStormJS](#), [etc.](#)) is allowed.
- The **project is required** in order to pass CMSC 161.

**Criteria for Scoring:**

- Technical **(10)**
  - Objects (5)
  - Lighting/Shading (3)
  - Animation (2)
- Interactivity **(2)**
- Creativity **(3)**
- Bonus:
  - Any physics-based effects (1)
  - Draggable objects (1)

**Peer Evaluation:**

- Peer evaluation will be provided at the day of project presentation.
- Score on peer evaluation will affect final project score.

**Final Project Score**

$$finalProjectScore = normalize(average(peerEvalScores)) * projectScore$$

**Deadline:** Last laboratory class for this semester.

*If you have any questions regarding the project, comment in the Google Classroom thread or e-mail your laboratory instructor.*