

Assignment-9

The following assignment you can do as a group (maximum size: 4 students) or individually. Only one student from the group should upload the assignment at Google classroom. On the shared sheet, you have to clearly mention the names and roll numbers of students of the group. The assessment will be based on the novelty of the problem, how interesting the problem is, how elegantly you implemented and analyzed the concepts, and the viva voce.

Following are some important guidelines regarding this mini-project:

1. Select a problem definition that can be some model/game/scenario/etc. which can include all the concepts like Object Representation, Object Transformation, Object Filling, Object Clipping, User Interaction.
 - Submit problem definition in the shared google sheet.
 - **Last date to submit the problem definition is 8/04/2021.**
2. You would work individually on the selected project.
3. You have to model project in OpenGL.
4. **Last date to submit project code: 18/04/2021.**
5. You will have to present and give live demo of your project on **19/4/2021, Monday** (Regular Lab hours).