final project

- due date May 8, 11:00 AM.
- you can work in pairs (late days shared between partners)
- even with late days, work must be in by May 10, 11:00am
- basically a two week project
- your project must include an extensive write up (pdf, html), describing what you did, what you tried, what you learned, what your resources were.
  - html must all be in a self contained tar (test it please)
- start small and build up.
- Unity (both windows and mac builds please)
- GL rendering
- modeling
- animation
- platforms
- image processing

examples

- 23: milos, kauffman, kento, zhu, yao, arod, wieland
- 22: leonardi, chamish, wong, dihn,markow, appel, fang, onesti, li
- 21: genev, jeffery
- 17: a liu, b ledford, m kane, g tanzer, r park (webgl), g montange, kishore, gardner (doc), e zig (doc)
- 16:levin (hit t), tlively, grant
- 15: adegirmenci (writeup), sbooth, peilins
- 14: rogerh (hit g), skatow, tchen, devin (xzj),
- 13: ksolan demo, mtraver demo
- 12: siruli demo (1,2,1), kath demo (sp)
- 11: zhang24 demo
- 09: mcginn demo, wscott demo
- 08: davidwu doc, hoongng demo, joyding doc, mazumder (doc), nwad vid, seiler doc
- 07: jrader demo,

unity

- start with basic learning tutorial videos: rollerball, asteroid game
- explore beyond this, do something original.
- submit both pc and mac builds.

gl rendering

- shadow map
- interseting shaders

- reflections/refractions
- simple water
- skinning

animation

- dynamics simulator
- fabric
- collision detection
- particle system: should use transparent billboards.
- inverse kinematics

modeling

- blobby modeler
- modeling of natural phenomenon

images and color

ray tracer

- not encouraged but possible with enough coolness