

# Open Project 3: openFrameworks

## Description

You have two weeks to complete an openFrameworks-centric project of your own design. The goal of this project is to incorporate the technologies you have learned during our oF module and the ability to incorporate additional concepts not learned in class.

## Project requirements

The project must demonstrate your grasp of openFrameworks as a concept and toolkit, as well as C++ as a language. Each project must be interactive and useable in an installation environment (as in - you don't have to tell people how to use it).

You must also incorporate at least two of the following: + openCV + OpenGL + openOSC + Vectors + Vector Math + Sound + GUI + XML + Spacebrew, Arduion, RPi

You must choose technology to work with that you have the ability to follow through on. Meaning, do not expect your faculty to sit down with you and provide a tutorial. You have to figure out how to design and code your project yourself-- and how to identify resources (| tutorials, example sites, etc). Choose something that is of use to you, and that you will have fun making. Make sure to credit all sources.

## Deliverables

- [Github Folder] Your initial Pseudo Code
- [Github Folder] Project Files
- [Github Folder] A well-formatted README.md file that outlines the name of your project, the goal of your project, next steps and technologies used with a credit + link to any source. (*NOTE:* You can write markdown in any text editor, using [Atom](#) or online at [Dillinger.io](#))

## Dates

- [Nov 11] In-Class Workshopping. You must come to class with a project that is - at the very minimum - pseudo-coded and structured. This will be your main opportunity to ask me questions. REMEMBER: I will not answer e-mails the day before the project is due.
- [Nov 17 at 11:59PM] Final Deliverables pushed to GitHub and link posted [here](#). I will be looking at your code before class and I will not accept late projects. Yes: if you add it to the survey late, that counts as late.
- [Nov 18] You must have your code up and running on your computer *before* we start at 7PM. We will present our work on the big screen, so you must be prepared to plug in and show your project. The presentation is informal, so please don't prepare slides or, you know, stress.