Final Project CS4395

Assignment Rubrics

Date assigned February 24, 2016

Due Date May 1 2016

This purpose of this assignment is to demonstrate understanding of the main concepts discussed in this course. In the course of 4 weeks, you have seen examples of 2D/3D graphics, animation, and state of the art demonstrations that take advantage of OpenGL programming and concepts.

Rubrics:

1. Write your own OpenGL code or find another code found on the Internet.
2. Compile, run, capture the output, and save to a JPG file.
3. Write a PowerPoint presentation about the significance of the code. Screen grabs and class discussion is encouraged.
4. In your presentations, use at least ten the following discussion points to describe your application:
   1. Image synthesis
   2. Graphics pipeline
   3. OpenGL architecture
   4. Interaction
   5. Geometric Objects
   6. Transformations
   7. Projections
   8. Modeling hierarchy
   9. Scene graphs
   10. OpenGL and Touch Screens
   11. Clipping
   12. Rendering
   13. Z-buffers
   14. Lighting
   15. Shading
   16. Discrete texture mapping
   17. Sampling
   18. Parametric curves
   19. Surfaces
   20. Advanced rendering
   21. Ray Tracing
5. Upload code, executable, output, and PowerPoint to your Final Project folder in your CS4395 folder found in Mythi.