**University of Victoria**

**Computer Science CSc 472, Fall 2013**

**Student’s Choice Project**

* Goal:
  + to write new Blender code or to modify existing Blender code
* Description:
  + You may work in groups of 1, 2, or 3 students.
    - Please note that the level of difficulty of your project choice and number of students in your group will play a role in the final project mark. (i.e. Projects involving 2 or 3 students will be expected to have a higher degree of difficulty or, at least, will be expected to accomplish more than projects by 1 student.)
  + Select from one of the following:
    - add a new feature to Blender
    - re-implement a current feature of Blender
      * + e.g. implement a current feature using a different algorithm
    - propose your own project involving Blender
    - The following may provide some inspiration to help you decide on a project: <http://wiki.blender.org/index.php/Dev:Ref/GoogleSummerOfCode/2013/Ideas>
* Proposal Due Date:
  + Thursday November 14
    - email a proposal (no more than one page) to Lynda ([lrobbins@uvic.ca](mailto:lrobbins@uvic.ca))
* Project Due Date:
  + Wednesday December 4 (last day of classes)
  + submission will be via conneX
    - submit:
      * code
      * one page summary of your project
* In Class Presentations:
  + tentative dates: Thursday November 28, Monday December 2
  + on your date of presentation, please submit a hard copy of the one page summary of your project