DCCS 310 Computer Graphics

Final Project

Due Saturday, June 22, 10am.

- Place all your Python files into the directory named `FinalProject_<your ID>` and compress the directory into a ZIP file.
- Upload the Zip files to Blackboard.
- Examples
  1. http://www-graphics.stanford.edu/courses/cs348b-competition/
  2. https://graphicscodex.com/projects/cubes/index.html

Your goal is to produce a unique image or a simulation using the methods in computer graphics. The final project is an opportunity to delve deeper into an area of interest. You can showcase your creativity through the final project. The novelty of the idea is the key point. There are three steps to complete the final project.

1. **Proposal (Due 6/1)** (3 points)

   Submit the one-page proposal which should contain a picture of an object you intend to reproduce. The proposal should include the following.

   - Title
   - Student name
   - Project objectives: A picture of an object you draw
   - Project summary: A list of project components such as lighting, shading, ...
   - Project timeline: A list of milestones

2. **Presentation (Due 6/14)** (7 points)

   Present your work in the class in 5 min. Demonstrate the creativity and uniqueness of your work by highlighting its innovative aspects and engaging elements. Discuss the challenges you encounter and share how you overcome these obstacles.

3. **Report (Due 6/22)** (5 points)

   Submit the final report and the source for your work which should contain any test scenes and images that you created. The final report should include the following.

   - Title
   - Student name
   - Project objectives: A picture of an object you draw
   - Project summary: A list of project components you used. Describe what has been done so far.
   - Project timeline: Actual timeline you achieved
   - Source code