Graphics Programming

Final Project

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Grades 'n stuff

Item	Grade
Midterm exam	10%
Final Exam	30%
Practica Entrega 1	5%
Practica Entrega 2	10%
Practica Entrega 3	45%

To pass the course
You must get an **average** (of everything) >= 5.0

You must get >= 4.0 in the **final exam**

You must get >= 5.0 in the **practical**

Recuperación

You can resit the exam and resubmit the 3rd práctica for a total *recuperación* of 75%

Final Project

A 3D application of your choice!

Points are awarded for:

- loading multiple (different) geometries
- automatic movement in the scene
- movement according to user input (mouse+keys)
- correctly implemented phong shading
- moving and/or multiple lights
- skybox
- transparency effects
- multitexture effects
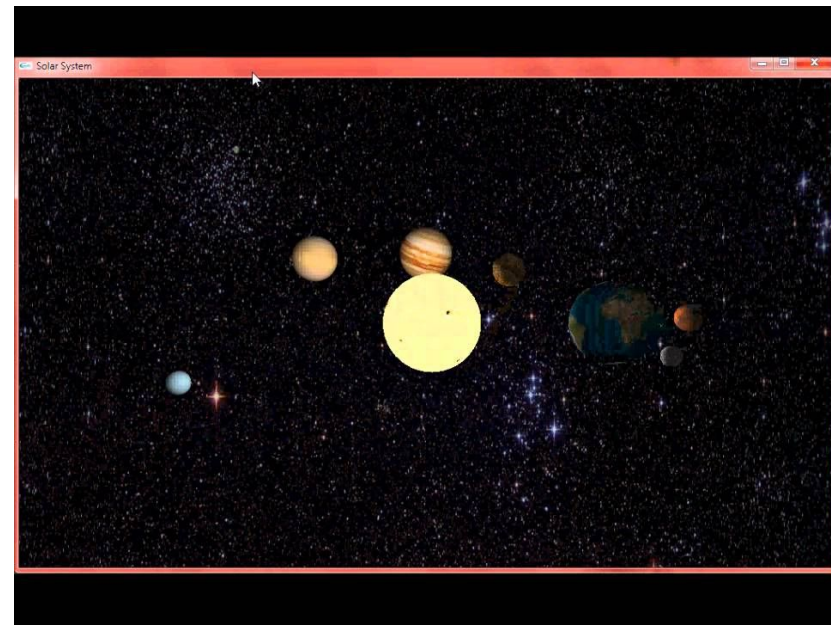- any other shader FX (glow, blur etc.)

Ideas

Our solar system

Using textures from:

http://planetpixelemporium.com/

Points for

- moving planets in orbit
- multitextures

More ideas

Hovercraft application

Extra points for:

- realistic movement
- rotating helix independent of main body
- correctly functioning transparency

All assets (hovercraft + plane.obj + water textures) on estudy.

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Resources

Art resources are on e-study

Convert bump maps to normal maps:

http://cpetry.github.io/NormalMap-Online/

Loads of skyboxes here: the skies look better if you use hemisphere.obj instead of sphere.obj

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Instructions

When uploading to estudy:

- make it clear the names of you and your parter - only one needs to upload
- upload the full visual studio project in .zip format (you can delete .sdf files before zipping, to reduce size)
- include a text description (e.g. README.txt) of what you have done. Instructions of which keys to press etc.

Deadline: 13th January