

CS-174A Discussion 1B, Week 6

@ Yunqi Guo

@ DODD 161 / Friday / 12:00pm-1:50pm

@ <https://github.com/luckiday/cs174a-1b-2019f> (<https://github.com/luckiday/cs174a-1b-2019f>)
(Short link: <https://bit.ly/32Zt3sg> (<https://bit.ly/32Zt3sg>))

Group Project Discussion

- What is like to be a decent project

Average Project



<https://getsetproject.com/info-project.php?id=314&name=Traffic%20Signal%20Cg%20mini%20Project%20using%20OpenGL>
(<https://getsetproject.com/info-project.php?id=314&name=Traffic%20Signal%20Cg%20mini%20Project%20using%20OpenGL>)

What is Like to be a *Cool* Project

- Novel in techniques
- Attractive scenes
- New interaction in games
- etc.

Novel in Techniques

- [WebGL Water \(http://madebyevan.com/webgl-water/\)](http://madebyevan.com/webgl-water/)

Novel in Techniques

- Simulate the abstract substance
- e.g. water, fog, clouds, smoke.
- Simplify the complex movements and interactions/ collisions

Attractive Scenes

- [Make me pulse wish 2017 \(http://2017.makemepulse.com\)](http://2017.makemepulse.com)

Attractive Scenes

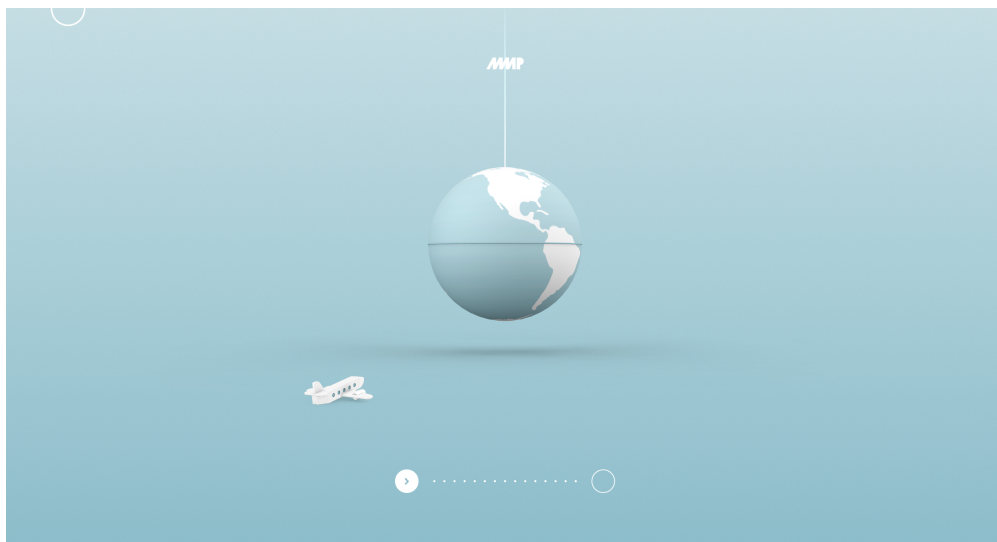
- Composition
- Color

Attractive Scenes - Composition

- Rule of Third
- Symmetry / Patterns
- Simplify

Attractive Scenes - Composition

- Rule of Third

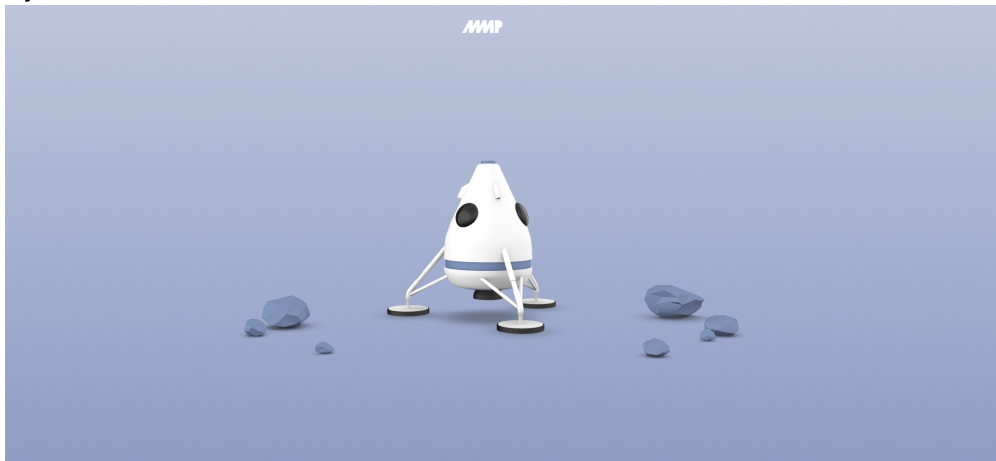


- Symmetry / Patterns

- Simplify

Attractive Scenes - Composition

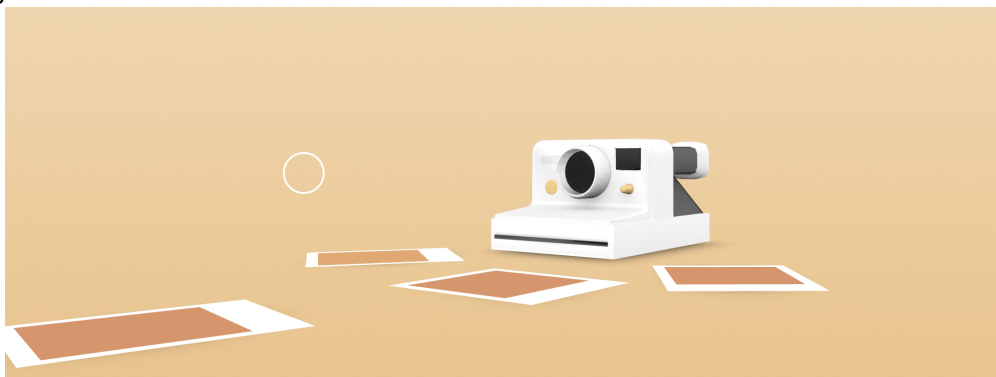
- Rule of Third
- Symmetry / Patterns



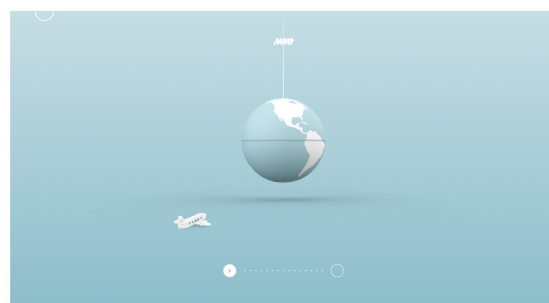
- Simplify

Attractive Scenes - Composition

- Rule of Third
- Symmetry / Patterns
- Simplify



Attractive Scenes - Color



Attractive Scenes - Color

Rules for color selection

- Analogous
- Monochromatic
- Complementary
- etc.

Tool

- <https://color.adobe.com/create> (<https://color.adobe.com/create>)