National University of Sciences and Technology (NUST)

School of Electrical Engineering and Computer Science

Department of Computing

Computer Graphics

Class: BSCS

Assignment 3

Submission Due: 17th Dec, 2018, 11:50 pm

Instructor: M. Muddassir Malik

Assignment 3

Problem Statement:

You can choose one of the following themes for your assignment. I encourage you to implement this assignment in Three.js. If you want to use any other library, you need to take permission before hand. Please note that it is a programming assignment and drag and drop tools like Unity CANNOT be used. Learning Three.js is part of the assignment. The following book might be helpful:

Learning Three.js – the javascript 3D library for webGL.

Theme 1: Produce a basic 3D game. This game must contain all the topics we covered in class like textures, various lightings, animations etc. Common games like ping pong and those that are readily available on the internet are not allowed. You cannot take code and modify it, it must be programmed by you from scratch. *[Group of three allowed]*

Theme 2: Produce an animated scene for educational purposes like solar system or water cycle. *[Group of two allowed]*

Deliverables

Submit only ONE zip file on the given LMS link. Make sure to bundle all the dependent libraries in the zip file so your program is ready to run. Your file should be named as proj[FIRST_NAME-FIRST_NAME].zip

Always submit 1 day before the deadline to avoid any last minute delays.