CSC 525: Computer Graphics Fall 2020, MSU

**Project 3**

(Week 14)

**(100 points)**

**Due: 12/7 (5 minutes before the Final Exam starts)**

* **Grading criteria**

See section **Policy for Assignments** in the course syllabus.

**Note**: Each team will demonstrate the program in the class on the due date. During the demonstration, any one may ask questions related to your program. All team members are expected to be able to answer the questions. **5** and **30** points in the credit for *Correctness* will be allocated, respectively, for the demonstration and comprehensiveness including friendly user interface, flexibility of the program, and complexity of the design.

* **Purpose**

To integrate 2D/3D object rendering with OpenGL.

* **What to do**

This project is to develop an interactive advertisement for a product or an event of your choice, such as Apple’s iPhone, a Bear’s home game, an ACM programming contest, *etc.* The program will be implemented with integrated techniques of 2D/3D rendering you have learned throughout the course. **Try to be as creative as you can ☺** The implementation should be informative, visually attractive, user-friendly, and also meet the following requirements:

1) The design should contain at least one 3D object and the objects in the design should not come from only the previous labs.

2) All objects should be placed in a 3D space.

3) A user should be able to see different views of the objects/scene by moving either the objects or the viewer through some interactive methods, such as mouse, keyboard, or menu, *etc.*

4) All interactions between a user and the program should be through a graphics window, rather than a CMD window.

* **What to turn in:**

Upload your **source code** file(s) and any required data files for executing the program for this assignment on *Blackboard* **before** the deadline.