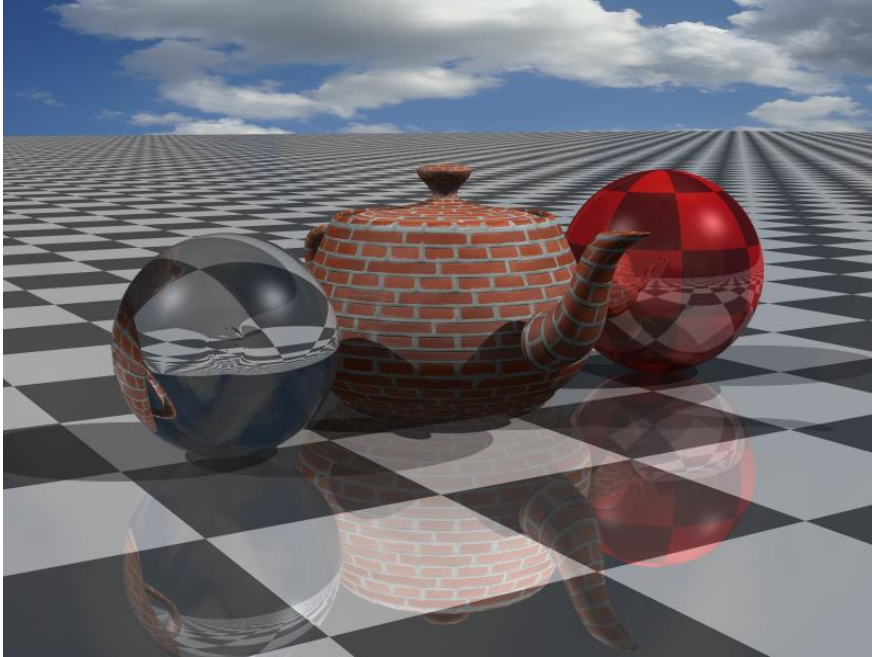


## COSC4370 Final Project

You can choose one of the two projects.

### A. Ray tracing and environment mapping

You need to render a figure like this:



It includes shading, shadows, reflections, refraction, texture and antialiasing.

You need to import a teapot with texture (you can use the hw5's assets), a plane and create two spheres. You don't need to implement the sky. You will be given an xml file describing the scene.

You can refer to these tutorials:

[https://www.youtube.com/watch?v=k\\_aRiYSXcyo](https://www.youtube.com/watch?v=k_aRiYSXcyo)

### B. Skeletal Animation

Read a Collada file with animation and use OpenGL to show the animation.

Add some lights as you want.

The result can refer to the demo video.



You need to parse the file and get the related information. Then set the keyframe animation and interpolate between them.

There is an online tutorial showing the process, you can refer to it.

<https://www.youtube.com/watch?v=f3Cr8Yx3GGA>