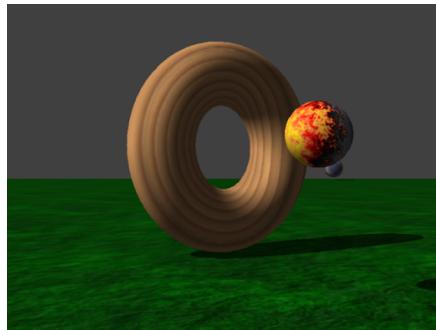


Computer Graphics Final Project 2023



1. Theme: **Future World** . Design your scene, which includes various animated objects/shapes with textures. (Please use the given SphereWorld project as your reference but avoid looking like the same.)
 - a. Scene Creativity 20%
 - b. Technique Difficulty 20%
 - c. Your scene is required to fulfill below requirements: (item 2-5: 50%)
2. Uses 4 or more images/textures (cannot be the same as the examples). 10%
 - a. Apply above textures to different kind of objects (different shape).
3. Load at least one (or more) Future world theme-related obj file (cannot be the same as the given objs) into your scene and apply animation to it. 10%
4. Create various Animation. 20%
 - a. Object_A revolves on its own axis. 5%
 - b. Object_B revolves around Object_A and in a cos-like wave 5%
 - c. Create at least one different kind of animation to Object_C or more. 10%
5. Shadow 10%
6. Turn in your code, images, PDF and demo videos 10%
 - a. In your PDF file:
 - i. you must explain how to setup your project.
 - ii. How to use your project (e.g., key control, popup menu etc.)

- iii. Screen shot of your program. (could be combined with the below requirements)
- iv. For each required tasks, demonstrate (screen shot or text description) what you have done. Failing to properly explain completed items in the report will result in point deductions.
- v. Technical difficulty you encounter and what is your solution

Note: Do not use other libraries to implement your project, except the given shared folder and the image processing library (such as OpenCV).

Submit your files before: 6/23 11:59pm