

Graphics II Project Documentation

Throughout the Graphics II course you will be demonstrating what you are learning by implementing graphics techniques, concepts and features outlined in the project rubric. Your demonstration will also show your D3D11 API proficiency. This project will be used as a major portion(66%) of your Graphics II Grade. This document along with the project rubric is to give you a clear idea of how the project process & grading will be broken down.

It is mandated that you will be using the Git Revision Control Software as you progress on your project. The minimum requirement is that you must commit a revision to your repository at least once during each lab starting on the 2nd day. Failure to meet the minimum commit requirement at each milestone will result in point deductions as outlined within the rubric.

There will be 3 Project Checkpoint Milestones throughout the course that will be benchmarks in your progress and ability. Each milestone will encompass a 3rd of your project grade. Milestones of your project will be submitted by the end of lab periods on the following course days when we meet. During these times you will want to get your project into an organized state and commit a Git repository revision that will be used as your turn in. Submissions will be in the form of Visual Studio Solutions cleaned of unnecessary files such as IntelliSense & Debug related files. You will be provided with a .gitignore file that will accomplish this. Besides committing a revision before the turn in time you will also submit the spreadsheet rubric outlining all the features you are attempting to acquire points with. This rubric will be submitted to the Graphics II Sidekick in the appropriate turn in section.

Milestone Due Times

Milestone	End of Lab
1	3
2	6
3	10

Within the project rubric spreadsheet you will see a list of possible features in which you can add to your project to acquire the points towards each milestone grade. You cannot implement the same feature within multiple milestones so you will need to choose which features you will implement during any specific milestone. Point values for implementing some features will fluctuate in worth depending on which milestone they are correctly implemented in. There is no partial credit for any given feature. It must be demonstrated in a significant way or no points will be awarded. Upon submitting each milestone you must specifically fill out the project spreadsheet rubric with all the features in which you are attempting to acquire more points with. Features or points may be added in excess of any

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given milestone and either carry over to another milestone(for the appropriate point values outlined in the rubric). After the final milestone if total points across the entire project are still in excess then these points will be used as a buffer towards your practical final exam grade.

What is demonstrating a feature significantly?

To be sure that the features you mark in your rubric are being demonstrated clearly. It would be best to make these features clearly visible while the grader views your project. If there are special instructions such as button controls you should insert comments in any given **blue cell** that you mark for a Milestone clearly describing what the grader must do to see this feature. To insert comments in excel just right click the cell to see this option.

How to use the Graphics II Project rubric?

Fill out your name & git repo address at the top of the rubric. Submit this initial rubric with this information provided to the Graphics II Sidekick Web Portal by Lab 2. You will notice a **column** that is colored **blue**, In this column, you will mark the features in which you have implemented with a I, II or III depending on which milestone turn in you have completed the specific feature in. This rubric will be turned into the appropriate submissions on the Graphics II Sidekick Web Portal at the Milestone Deadlines. You will want this rubric to accurately represent your project during each Milestone deadline turn-in. Features not marked correctly in the rubric will not be considered during the grading process. If you think you have **implemented a feature significantly** you can gain confidence by asking lab staff. If the staff member give you the OK that they think the feature looks correct you can safely place an X in the **orange** confidence confirmed **column** and the points will be allocated towards the milestone specified for the feature in the rubric, however the state of your project during deadline turn-ins will be the final call on point allocations so it is just a hint or indication to the grader that this feature has been **implemented with confidence**.

How to use the graphics & asset files provided?

3D Models and textures are provided to facilitate your graphics project. These are **located on the studentvfiler**. These assets are intended for Graphics II course only and should not be used outside the scope of this course without permission.

What happens when a Milestone is graded?

When we grade your project we will pull the most up to date revision from your Git repository before the Milestone deadline date and time. We will also download the current state of your rubric from the Milestone Rubric Turn

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in on the Graphics II Sidekick Web Portal. Be sure that this rubric is accurate as we will only look for features marked with corresponding I, II or III that specify which feature are relevant to the specific Milestone. Any X that you have placed will indicate to the grader that you were confident that this feature was implemented. **Any edits to the rubric that may be seen as inappropriate or as a major misrepresentation of your project may result in your specific milestone grade being forfeit. This means that those points can only be acquired within the following milestone turn-ins which will have some features at a reduced point value. Milestone 3 is the final turn and is the most important you do not want to risk any confusion at this final turn in time.**

How to use GIT?

You will not be credited with sufficient use of GIT unless you submit a revision during every lab period starting at the 2nd lab period. Realize that the sufficient use of GIT is regarded as 9% of your grade in this course. You will be using GitHub to create a private repository. There will be time allocated to begin your setup of a GitHub account during the first day, however it will be your responsibility to finish this setup by Lab 2. **Use of GitHub private repositories can be beneficial in you reliably safely sharing your code with others. You will be sharing your repository in this way with the Graphics II instructors.** Further instruction and directions are provided in the GitHub Setup documentation provided and should be followed as an extension to this document. Realize that failure to setup a GitHub managed repository will result in you being required to maintain your own local repository on your machine. In this case submission of the entire repository not just any one revision will be required during the turn in date and this will be submitted on the \\studentvfiler\ogl share in the appropriate folder labeled for the specific Milestone. The first thing you should add to your repository is the .gitignore file provided to you. This file will prevent unnecessary files from being submitted on any one revision you create. **Once you create your first revision with the .gitignore The project rubric should be filled out with your Name & Repository location and submitted to the Graphics II Sidekick Web Portal as soon as possible.**

Project Premise

The freedom of this project will provide you with the ability to learn and explore graphics technologies in a more flexible manner. A finished graphics project with substantial features will demonstrate your abilities & experience. GitHub can allow you to safely share this experience with the appropriate parties afterwards.

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