GAM536/DPS936

Assignment Three

Summer 2020

Due. August 14

For final project, you are requested to build a mini-golf simulation. You are requested to create a playground for golf with all required elements to play the golf, including terrains, flags, holes, foliage, grass, etc. The design of the mini-golf is up to you, but hesitate from providing simple models that barely meets the requirements of the project as you will receive low mark in this case. The requirements for this project are as follows:

- **Terrain:** Demonstrates the playground of the game
- **Holes/Flags:** Use 8 holes with one flag on top of each. You are not required to provide cloth-simulation to represent a flag.
- **Foliage**: Consisting of grass, bushes and trees in the field
- **Cameras:** Mount cameras in the following locations:
    - One camera mounted on the top to provide a top view for the whole scene.
    - One camera mounted on the ball.
    - One camera on top of each flag on the playground.
- **Physics/Animation:** In order to provide animation, you are requested to include physics into your simulation to shoot the ball toward the wholes.

    To demonstrate your project, create the simulation as follows:

    At the beginning, we will have a global view of the scene for two seconds. After that, the view is switched to the camera that is mounted on top of the ball. Shortly after, the ball is shot with the camera on top. As a result, we'll get the view of travelling with the ball. Half way through the distance travelled by ball, the view is switched to a camera that is mounted on top of a flag that the ball is travelling to, and the simulation is over.

    You can use artistic features if you need extra marks, e.g. add sound to your simulation, extra cameras to view the field from different angles or to create extra objects on the scene such as advertisement boards, pond, etc. You may achieve up to 10% bonus marks depending on your artwork creativity.

    To submit:

    You need to submit your work through the upload link on the blackboard. Specifically, you need to submit the following:

    - The original 3DSMAX file
    - The rendered animation file as .wmv, .mov, or any other format supported by 3DSMAX

Rubrics:

Terrain: (15 marks)

Foliage & Texture: (20 marks)

Textured-ball, holes and flags: (15 marks)

Camera & swapping: (35 marks)

Physics & Animation: (15 marks)