Computer Graphics 2019-2020

Due Date: Monday, 2ⁿᵈ March 2020 by 9.30am

Assignment 1: Environment Setup and Application Design

Follow the instructions carefully. If you encounter any problems in this assignment, please do not hesitate to contact me as soon as possible.

Description

This assignment has 2 parts:

1. Programing: You will need to setup your working environment in OpenGL, Unity or similar and draw 2 triangles on the screen that are Red, Green and Blue
2. Project Design: You need to write a one page document that describes the details of the project you will develop during the course. You will be able to adjust and improve the document during the semester.
3. (Optional) if you are using platforms such as Unity, Unreal, Maya or similar I encourage you to go one step further and load/create 3D objects.

Note: If you are using Maya you will need to do this assignment as a script or Maya plug-in.

Deliver

Upload the assignment Part_1 and Part_2 inside the google drive folder inside Assignments/yourStudentID/Part_1 and Assignments/yourStudentID/Part_2. You will need to create the folders Part_1 and Part_2

Grading

This assignment will be graded on the following requirements

1. OpenGL or Unity (similar) compiles on your computer and the following is expected to be seen on the computer: two red, blue and green triangles.
2. One page document that describes what you will implement during the course as project.

Grading will be defined based on the following rubric

4 – Meets the requirement.

0 – OpenGL or Unity (or similar) does not compile and triangles do not run.