

Assignment 2 – Multimedia Demonstration

Purpose

In this assignment, you'll be creating some computer graphics or audio using JavaScript. More importantly, you'll be demonstrating your ability to learn and use a new technology, learning from resources found online.

Choose a medium

There are many ways to generate computer graphics, video and audio in the browser. You can choose from the list below, or even other technologies and libraries not included here, as long as it involves JavaScript and works in a browser.

It's highly recommended that you choose a technology that fits with your experience and skill level. That means choosing something that you're interested in getting better at, challenging enough to be fun and interesting, but not overwhelming. You are also welcome to choose a library or tool to help you with a medium from the list below. Roughly, the list below is listed in order of increasing difficulty:

- CSS
- Images
- SVG
- Web Video
- Web Audio
- Canvas 2D drawing
- Canvas-based Data visualization
- Canvas-based Graphical user interfaces
- Canvas-based video game
- Canvas 3D drawing (WebGL)
- Virtual Reality (WebVR)

Requirements

Your assignment must contain the following:

1. README - A text file or document answering these questions: (3 marks)
 - a) Why did you choose the medium you chose?
 - b) What did you know about the medium when you chose it?
 - c) What are all the resources (web pages, tutorials, videos, etc.) that you used to help you?
 - d) What was the most challenging part of the assignment, and how did you overcome it?
2. Demonstration - An HTML file and additional resources (CSS, JavaScript, images, etc.) containing a unique and original demonstration of the medium you chose. (7 marks)

Marking

This assignment is worth **10% of your final mark**. You will get one mark for each of the following:

1. README (3 marks)

- ☐ You chose a medium that forced you to learn something new.
- ☐ You used a variety of online resources as needed to learn how to use your medium.
- ☐ You faced and overcame challenges in learning something about the medium.

2. Demonstration (7 marks)

- ☐ You submitted some code.
- ☐ Your code attempts to use the medium you chose.
- ☐ Your demonstration partly works.
- ☐ Your demonstration works perfectly.
- ☐ You added something unique and original to your demonstration.
- ☐ Your demonstration has become something amazing that can stand on its own.
- ☐ Your code is well commented, so that it can be a resource for others to learn from.

Due Date

This assignment is due on Blackboard at **11:59pm on Thursday, October 13th, 2016**.

Late assignments will be given a mark of **zero**. You will also be given a mark of **zero** if your assignment contains code written by another student, or if another student's assignment contains code written by you.

You must submit a .zip file of your source code on Blackboard.