

Project Definition

April 2, 2008

Abstract

1 Requirements

List of requirements for the project. These are the essential bare minimum that your project must have.

- Geometric Modelling
- Lighting
Shading
- Textures
- Character Animation
- Roundabout

2 Reusing Code

The following is a list of code sources you may use in building your project.

- Code from class notes
- GLUT
- Texture loading code from labs
- Code for primitives (spheres, &c.)
- Any code you have written yourself

You may also use code from the **Red Book**, however you must acknowledge it and give proper credit to the source.

You may also download textures but you must identify the source and credit it.

You can also use any **GLUT** / **OpenGL** functions.

3 **CodeRequirements**

- Code must compile and run in lab
 - Recommendations:
 - * Start small, add bits
 - * Backup each working version
- Code must be commented

4 **Evaluation**

- 40 marks total: approximate division
- 20 marks for basic requirements
- 10 marks for creativity (coolness)
- 10 marks for complexity
- lots of different objects / animation
- extra techniques

5 **Readme File**

- Hand in a readme file:
- what your code is supposed to do
- what is (or is not) working
- why you think its cool
- why you should get extra marks