

CS 480 COMPUTER GRAPHICS FINAL PROJECT

Project Proposal due date: 04.15.2025
Submission due date: Last day of the semester



Final Project image by Connor and Raj, December 2024, the winner of our last semester class

INTRODUCTION: Your final project is an image or a short video you create using Blender and your Computer Graphics knowledge. The idea here is to put together everything you learnt in the course, e.g. modeling, advanced rendering, shadows, texturing, etc., till the end of the semester with putting a special emphasis on Raytracing. I want you to be creative in design and artistic side of the project and also implement the technical part in the best possible way. Do not forget that art and science work hand in hand in CG field. Make your art attractive to the others because we will select a winner.

SAMPLE STUDENT PROJECTS FROM LAST SEMESTER



by Catherine Huang



by Shutong Zhang



by Trisha Gupta



by Will Baumgartner



Ioane Kapanadze

IMPORTANT POINTS

- If it is going to be a short animation, keep it real short and limit it to 5-6 secs
- You have to use RAYTRACING, no scanline rendering (either the Cycles mode or Simple RT mode)
- All other CG knowledge you learnt till now should also be applied
- Using textures on at least half of the objects is mandatory
- Modeling at least 1 object and editing at least one other imported object is mandatory
 - Other models can be imported from external resources and can be used as are as long as you cite it properly in your final report
- Following any helper tutorial is fine as long as you cite it properly in your final report
- NO READY-MADE SCENE is allowed!!! You have to design your scene from scratch!!
- You will work alone!!

PROJECT PROPOSAL

In your project proposal, you should include:

- your name(s)
- the theme / the idea, e.g. Nature, Christmas, sci-fi, cartoon, fantasy, a game inspiration or so on
- name of the scene

You can write this information on a simple text file or a word doc but please convert it to pdf before submitting. Submissions will be done via Brightspace till TBA

PROJECT SUBMISSION PACKAGE

Your project submission package includes:

- THE HIGH-RES RENDERED IMAGE(S)
 - You can send at most 3 images: the same scene rendered from different viewing perspectives
- Source Blender file
- A report in pdf format
 - all technical details
 - how you met the project requirements
 - used models
 - used textures
 - raytracing and rendering related details
 - all little details
 - technical, creative and emotional
 - what each member of the group did
 - what assets you downloaded from online vs. what assets you made yourself
 - what tutorials (documents/videos) you referenced if any
- A demo video (can be a link to your drive if the file size is too big)
 - All details mentioned above shown one-by-one
 - Final rendering is also shown fast-forward