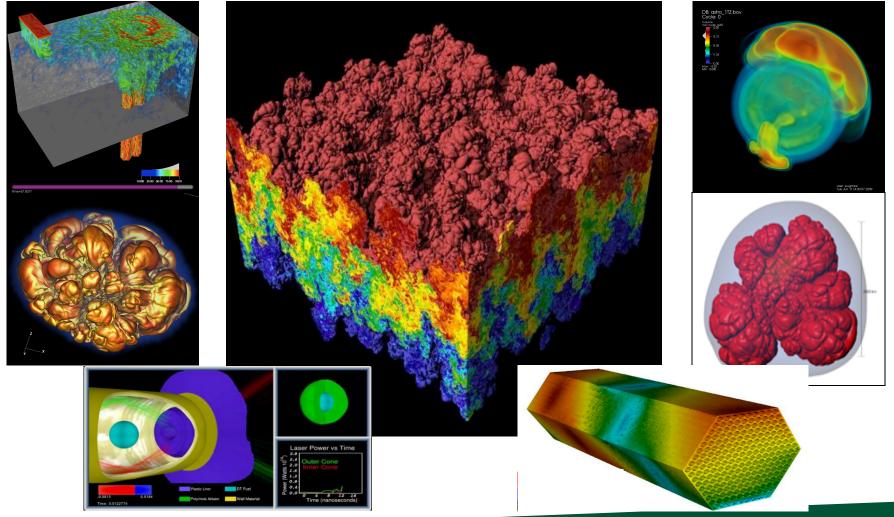
CISTER 441*541: Intro to Computer Graphics Lecture 12: Final Projects

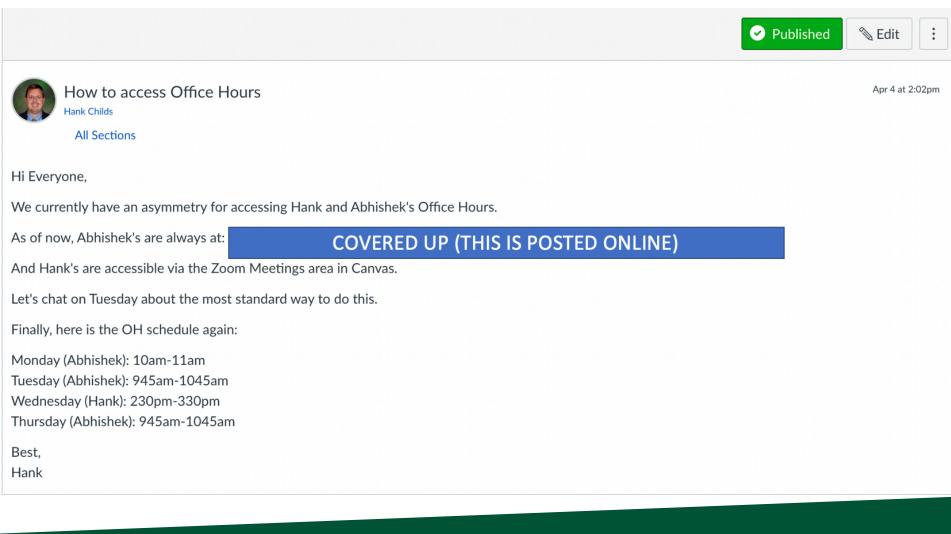


May 13, 2021

Hank Childs, University of Oregon



Office Hours



UNIVERSITY OF OREGON

Questions on 2B

Project #2B (7%), Due Monday May 17th



- Goal: modify ModelView matrix to create dog out of spheres and cylinders
- New code skeleton:
 "project2B.cxx"
- No geometry file needed
- You will be able to do this by rendering ~20 spheres and cylinders, each with their own transform



What Is the Correct Answer?

- □ The correct answer is:
 - Something that looks like a dog
 - No obvious problems with output geometry
 - Something that uses the sphere and cylinder classes
 - If you use something else, please clear it with me first
 - I may reject your submission if I think you are using outside resources that make the project too easy
 - Something that uses rotation
 - For me: the neck and tail
 - Something that animates
- Aside from that, feel free to be as creative as you want ... color, breed, etc.

Final Projects



Two Choices for Final Project



- Custom final project
 - \blacksquare You define the project, should be ${\sim}25$ hours of work
 - Present project to class/judges on Finals Week
- Pre-defined projects
 - Pick three 8-hour projects from a menu of 4-6 projects

Whether you do custom or pre-defined, you must attend the final period and watch the presentations
 -4 points if you skip

Final Project: 30 Points



- \square Pre-defined: 25/30 points
 - \blacksquare No option to do extra and get 30/30

□ Custom:

Project type	Score	Historical trend
Excellent	30	~1/3rd
Very good	25.5-29.5	~1/6th
ОК	25	~1/6th
Problem	16-25	~1/3rd

Pre-Defined Projects

- \mathbf{O}
- Planning on having 4-6 pre-defined projects
- □ You choose 3
- On Tuesday May 18th, we will release project 2C
 Likely: view manipulation from keyboard events
- On Tuesday May 25th, we will release the rest of the projects
 - □ (possibly called 2D, 2E, 2F, etc.)
 - These projects are TBD, but likely to include topics such as: texturing, physically based rendering, mirrors

Custom Project Ideas

- Implement a game
- □ Implement a screen saver
- Build a model of something
- Implement a neat rendering effect
 - Many folks try ray tracing

 \hfill ... Will show examples in a few slides

Custom Project Proposals



- □ "Deadline": ideally Tuesday May 18th
- □ Why?
 - Get the scope right
 - Make an agreement early on
 - Protects you and me
- Important concept: minimum viable deliverable
- Proposal can be whatever length you see fit
 - One paragraph is fine

Remaining Lectures



 \Box In support of project 2C/2D/2E/...

□ In support of custom projects

(Ray tracing lecture)

Plan – Parentheticals Are Likely to Change

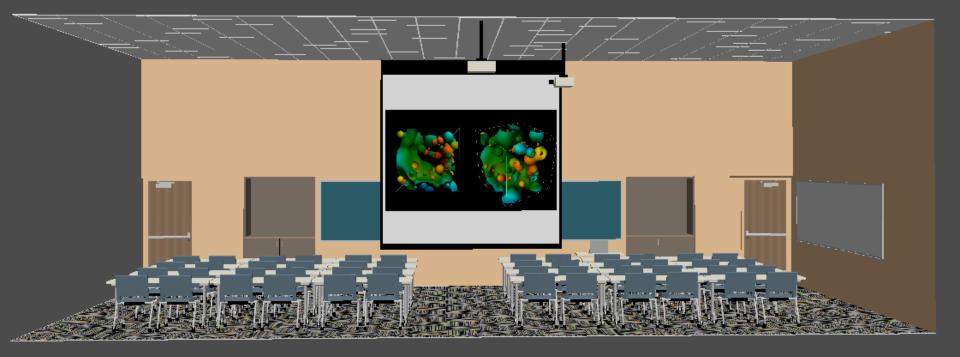


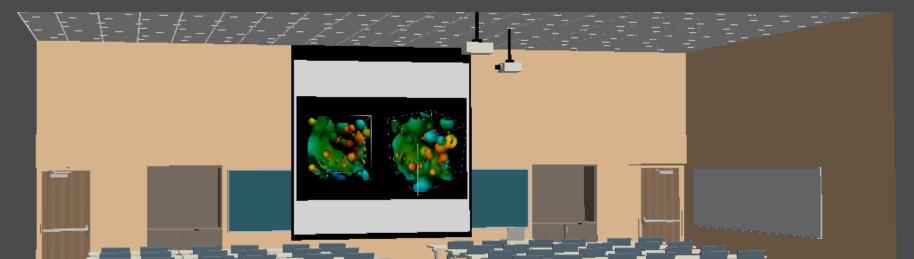
□ This went well before, let's do it again

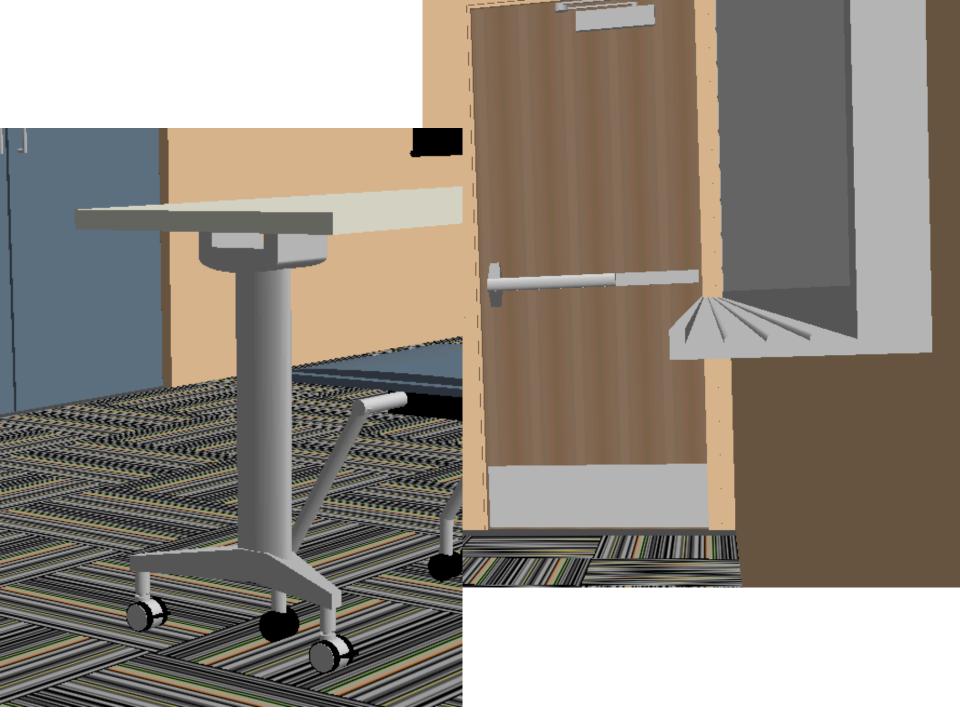
Week	Sun	Mon	Tues	Weds	Thurs	Fri	Sat
8		2B due	Lec13 (mouse+camera) 2C avail Proposals due		Lec14 (ray tracing) Quiz 4 (GL)		
9			Lec15 (textures) 2D, avail		Lec16 Quiz 5 (rasterization)		
10			Live code		Quiz makeup		
Finals Week			Final Projects due All other work due: 1A-1F, 2A- 2B not accepted after this point				

Jordan Weiler

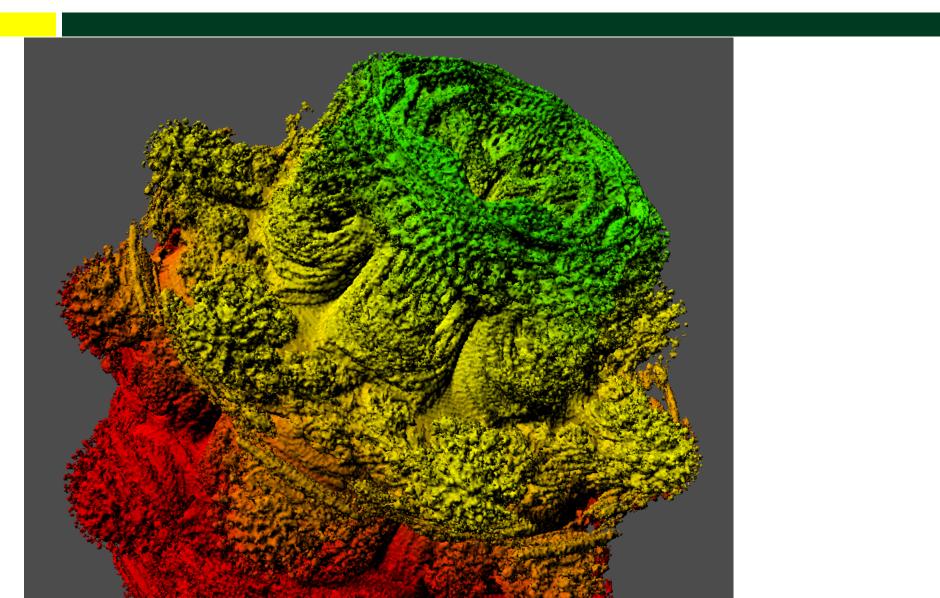


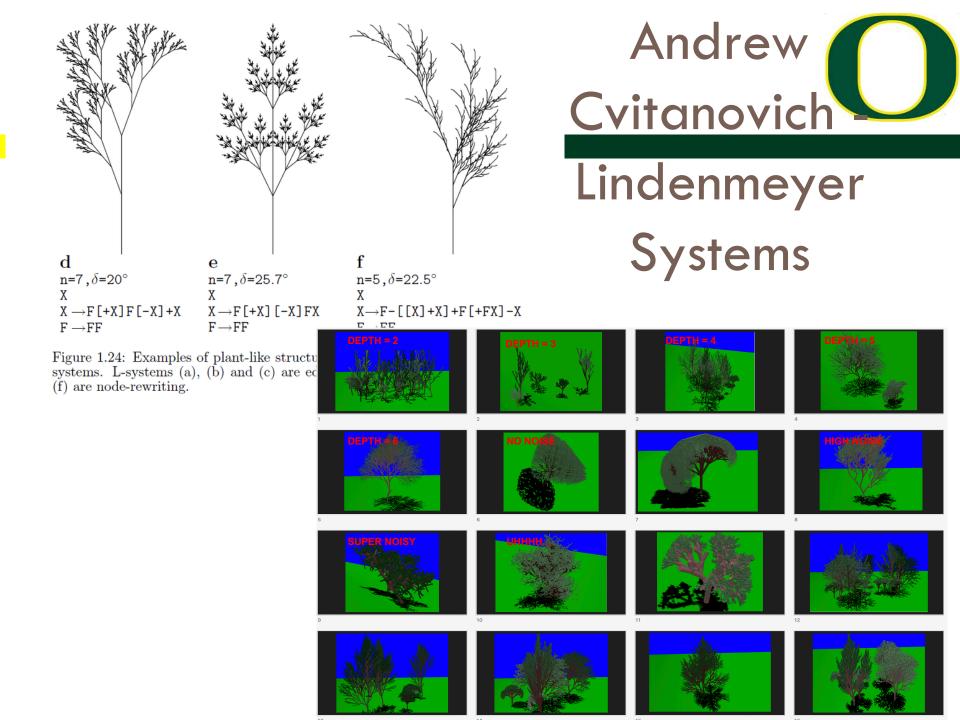






Charles Markello





Max Kohl Movie



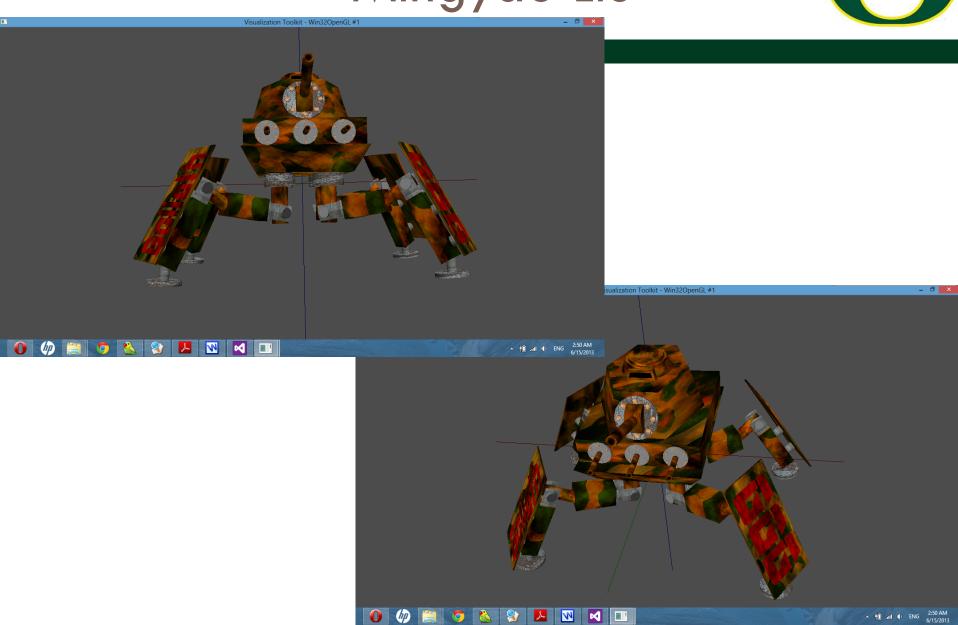
https://www.youtube.com/watch?v=AT8x7UWxVtg



Willem Jager Movie

http://youtu.be/pGlmBA0I2Ko

Mingyao Liu



Brad Syrie



