



Proseminar
Graphikprogrammierung
Project

WS 09/10

Environment and Organization



- GLUT-based viewer, one object, one light source (see web page)
- alternatively, you can use your own environment
- in general, indicate and cite all third-party libraries and source code that you use
- up to three participants per group
- contributions of each member have to be indicated

Requirements per Person



- **minimum**
 - two or more objects
 - object animation (objects move relative to each other)
 - different material for each object
 - two or more light sources
 - light source animation (light sources move relative to each other)
- **optional**
 - texture mapping
 - object morphing / geometric deformation
 - fog, blending
 - user interaction
 - being creative

Presentation



- projects are presented in the last meeting on Feb 8
- slides, images, software
- per person: 1 min preparation, 2 min presentation, 1 min discussion
- groups have more time, accordingly
- focus on essential aspects of your project
- cite third-party code
- check the presentation environment
 - which laptop to use (if you do not have a laptop, ask Marc Gissler)
 - make sure your presentation including software is working on the laptop and the projector