Comp175: Introduction to Computer Graphics: 
Final Project

Check-In Slides Due: Monday April 20th at 11:59pm (midnight)  
Check-In Presentation: Tuesday April 21st at class time  
Project Material Due: Sunday May 3th at 11:59pm (midnight)  
Demo: Monday May 4th from noon to 2pm

1 Outline

Your final project is group-based and open-ended. You are free to choose your own teammate and topic. There is no restriction on the language that you use (C++, Shaders, javascript/WebGL, CUDA, etc.) or the platform (e.g. Windows with FLTK, browser-based, etc.).

There are many ways to make a cool final project that wows your classmates and us. Technically challenging projects are always impressive. However, creative, fun, and sometimes wacky projects are also exciting. For ideas of what you can do for your final project, you can look at the class slides on “final project discussion” or do a search online to see what others have done.

1.1 Collaboration

As a team-based project, we recommend teams of two. However, if you feel like you need to work in a team of three, or alternatively, go solo, you are welcome to do so. The expectation on our end is that we’ll calibrate the grading based on the number of members on the team – that is to say, if you have a team of three, we expect 1.5x more work from you when compared to a team of two.

1.2 Deliverables

Your final project has four components, each has its own due time / date:

1. Check-in Presentation: On Tuesday, April 21st, you will be doing an in-class presentation of your final project idea, direction, and progress.

2. Check-In Slides Due: The slides for your presentation are due the night before, at midnight on Monday April 20th.

3. Final Project Demo Time: On Monday, May 4th, you will be demoing your final project in class (virtually).

4. Final Project Material Due: Your code, video, and other supporting material should be submitted the night before.

2 Check-In Presentation

The purpose of the check-in is for us to help you calibrate your final project idea and direction. We want to make sure that you’re not taking on something that’s too ambitious or not ambitious enough.

The presentation will take place during class time. We will call on each team when it’s your time to present.

2.1 Slides

You should prepare about 5 slides for your presentation. You can have more or fewer slides depending on how fast you talk. Regardless, the slides need to contain the following information:

1. Slide 1:
   - Name of the project
   - Names of the members of the group

2. Slides 2-3:
   - Description of the project
   - Example images or videos (can be hand-drawn if the idea is entirely original)

3. Slides 3-4: your proposed approach

4. Slides 4: what each member of your team will be responsible for

5. Slides 5-6: your progress so far. This can include (but not limited to):
   - Programming that you’ve done so far
• Useful libraries that you’ve found
• Papers, algorithms, stack-overflow posts that outline what to do
• Datasets you’ll be using

2.2 Presentation

Your presentation should be about 5 minutes. You will present using your own computer. If you think that you might have internet connection problems and won’t be able to share live video, please let us know and we can load the slides for you beforehand.

2.3 Submission

Hand in the slides using the following command:
provide comp175 final-presentation

Note that provide can have limitation on the max size of a file. If your presentation is larger than 100mb (current limit), you should try compressing some of the images or use video links. Let us know if you have trouble with this.

3 Final Project

Your final project will be an in-class demo / presentation as well. The idea is to show off your project to others in the class and try to blow their minds. The time/date of the presentation is the same as the “final exam” time block for this class.

3.1 Demo

You will have about 10 minutes to demo your final project. How to use that time is entirely up to you. As an advice, we recommend that you spend a little time to plan the presentation itself – try to come up with a cohesive story and walk the audience through the progression of the story. Our experience is that even if you have the most technically impressive demo, if the presentation isn’t good, it can be difficult for others to appreciate the effort that you have put in.

3.2 Submission Material

You will be required to submit the material of your final project. The submission needs to include the following:

1. README
   • the names of the people on your team
   • the name of your project and a couple of sentences on what the project is about
   • please tell us how your code should be compiled and run.

2. Source code: self-explanatory

3. Video: please make a short video of your demo. The length is up to you, but typically it is about 3-5 minutes. You are not required to have a voice-over, but having voice-over will be greatly appreciated. The video will serve two purposes: (a) in case your internet connection is terrible, we can show the video to the class, and (b) it’s great to have a video as an archive of your work that you can share with others in the future.

4. Additional Material: all material (e.g. data, 3D models, texture files, etc.) needed to get your program to run, as well as anything else that you’d want to share with us (e.g. a write-up of your algorithm, approach, etc.).

3.3 Peer Grading

On demo day, you will listen carefully to others’ demos and presentations. You will be asked to write down your thoughts and feedback for each of the presentations (excluding your own). You will also be asked to provide a “grade” for these projects. We will integrate your feedback when we determine the final grades, and we’ll announce the “crowd favorite” at the end of the semester.

3.4 Submission

Hand in the material using the following command:
provide comp175 final-project

Note that provide can have limitation on the max size of a file (currently set to 300mb). If one of your files is larger than that, please let us know and we can make adjustments.