

List of CS6360 Assignments *

- 1. Hallo World plot from fig. 2.15/2.21 in F.S.HILL
- 2.1 2D Polygon Filling algo.
- 2.2 3D space plots

05/40

Will watch variations and your imaginative skills from here on.

- 3. Teapot + Ball (3-D) Example.
- 4. Water wave Example.
- 5. Any two examples from Public-domain Example set 1 & 2:

15/40

- 6. 2-D texture map on any VRML Sample 3D-Gallery

20/40

- 7. (i) Soft object modelling, rendering (use wireframe to model, then use spring model (or otherwise) to provide softness; then render using OpenGL. Show effects using non-uniform shear or stress.)

OR

- (ii) Texture bump map with effect of Lighting Model and shadows.

30/40

"OR"

EXTRA-ORDINARY TALENTS MAY LOOK BEYOND THIS

(Problem #8 is waved for groups attempting problem #9)

- 8. (i) Ray Tracer (Linux) code + radiosity + translucency.

OR

- (ii) Any other suitable special effects – character design, car crash animation, storm on ocean or forest, face wireframe model rendering etc.

40/40

* Problems 1 – 5: Code available in course (CS6360) webpage. Problems should be shown individually.

Problems 6 – 8: Form groups of 2; Show skills of programming and artistry.

List of CS6360 Assignments *

Sl. No.	Problem Description	Time Deadline	Marks
1	Hallo World plot from fig. 2.15/2.21 in F.S.HILL	February 17, 2012	5/40
2.1	2D Polygon Filling algo.		
2.2	3-D Space plot		
3	Teapot Ball (3-D) Example	March 15, 2012	15/40
4	Water wave Example		
5	Any two examples from Public-domain Example set 1 & 2 (given in course website)		
6	2-D texture map on any VRML Sample 3D-Gallery	March 25, 2012	20/40
7	i. Soft object modelling, rendering (use wireframe to model, then use spring model (or otherwise) to provide softness; then render using OpenGL. Show effects using non-uniform shear or stress.) OR ii. Texture bump map with effect of Lighting Model and shadows.	April 20, 2012	30/40
8	i. Ray Tracer (Linux code) + radiosity + translucency. OR ii. Any other suitable special effects – character design, car crash animation, storm on ocean or forest, face wireframe model rendering etc.		40/40

*** Problem 1 – 5: Code available in course (CS6360) webpage. Problems should be shown individually.**

Problem 6 – 8: Form groups of 2; Show skills of programming and artistry.