CS6360 COMPUTER GRAPHICS

(No JAVA-based implementations Please)

LIST OF ASSIGNMENTS:

A.   Avataaring the FACE

Use of 3D Wire Frame Diagram

1. Rendering face with uniform color   (Grade D)

2. 1 + Rendering face with face samples   (Grade C)

3. 2 + Change Illumination angles   (Grade B)

4. 3 + Change Pose Angles   (Grade A)

5. 4 + Provide Expression Variations

    Or Provide Hair cover on Head / Add Details inside mouth cavity   (Grade S)

B.   DIRECTX + OPENGL

1. Exhibit Functions of both standards + Music

    - Explore limits of mixing the two Graphic standards in an application.   Grade A

    - Design characters with motion dynamics for animation   Grade S

    Choose yourself the object and functions (from Avataar ??)

    e.g.- Design moving human-like species, flying birds, dinosaur (with pose changes) etc.

C.   Use of GAME ENGINE (SDK/API)

1. Download and install Game Engine (SDK) or API (OPENGL-based)

2. Execute one or two gaming features.   Grade A

3. Small version of a complete game.   Grade S