

VSFX 375 – Project

DATE DUE: see class notes

Hand in through the Dropbox as per the submission guidelines.

Make sure your files are working with Visual Studio 2015! (or optionally in Linux with a makefile).

Using OpenGL, you are to create a project of your choice. Alternatively, you may write a ray tracer (start with a ray caster as a first step).

Goals:

This assignment will focus on the student created an advanced application using C++ programming skills they have learned with **a visual output**.

Requirements:

Minimum requirements:

- Use C++ OOP
- Use OpenGL, WebGL or create a simple ray tracer.
- please submit a screen capture demo (suitable for showing in quarterlies)

Grading Guidelines:

You will be presenting your project in class so make sure it is user friendly. You will be graded on how well your project works, how well it is designed and how clearly the code is written.

Be creative, have fun.

Specifically:

/35 Understandability and design of code

/35 Complexity of project

/20 Visual Result or usefulness of the resulting tool

/10 Presentation/Breakdown