SECV2213(01) – Final Project (15%)

This project aims to implement 3D object modeling, hierarchical modeling, proper camera, lighting and shading model using C/C++, OpenGL and GLUT based on this theme: "**CARTOON MOVING CHARACTER**".

In order to get **60%** of the marks, these are the **requirements** that need to be met:

1. The 3D character that is modeled using combinations of 3D primitives provided by GLUT, modelled hierarchically as an extension of what you develop in Assignment 3.
2. Proper use of lighting and shading.
3. Proper projection and camera model.

Additional marks can be achieved by **at least** one of these:

1. Texture mapping
2. Interactivity (mouse/menu)
3. Sound effects
4. Surrounding objects
5. Video capture of the finished project (*.avi, *.mov, etc) that is playable by major media/video player.
6. Originality

Report: (+ CD or online upload in a single .zip file submitted in Google Drive)

Your project needs to be accompanied by a printed report, discussions include:

1. Introduction
2. Overall concept/design
3. Implementation & achievements
4. Discussion on each topic (see requirements above) which are included in the project – eg. How do you model, hierarchy, types of lighting/shading, plus the extras.
5. Conclusion

Distribution of marks: 10 marks (output/implementation) + 5 marks (report).

Demo : Tentatively the last week of lecture.