Final Project

Due: Tue. Dec. 16, 2008 by 7.30 p.m.

General Information: Here is a summary of the relevant information for the final project. It counts 35% towards the final grade. Please read carefully and make sure you ask anything that is unclear. The deadline, Dec. 16, 2008, 7.30 p.m., is strict.

Project Description: As I previously announced, for the final project you can either build a scene with a .rib file or create some model or an animation using blender. While I will take into account the originality of your work when grading your project, your work doesn't need to be original; you can complete an existing tutorial as long as this illustrates and / or make used of concepts we have covered during the course or other mathematical concepts commonly employed in CG or animation.

Along with the scene or animation you create, your project should include a two-page (or longer) description of your work. This description should

- explain how you created the scene, not necessarily a step by step description, but you started somewhere and ended with some 3D model; was there a reason for doing things in the order you did them? describe the position of the camera, axis, perspective used for the shot(s), lighting –how many lamps, what type of light, etc.
- provide me with enough information so that i can recreate your scene or animation from the source file, and
- make emphasis in the mathematical aspects of your creation. For example, if you used a Beziér curve, explain how you defined it –did you provide the control points? or did you manipulate points along the curce?; explain what you used the curve curve for –*e.g.*,to build a model? to describe a motion path? Or if you used a mesh or NURBS surface, how did you defined or deformed it? Did you use any shader? If you did, even if you didn't write it try to explain how it works, what type of shader it is, etc. Any texture maps? how did you create them? Perhaps you used particles, how did they move? any physics, random motion?

What to turn in? Email me a file named `math396_final_xy.zip` (where `x` and `y` stand for your initials) so that when I unzip it, I get a directory called `math396_final_xy`, that contains:

- a directory named `source` with your .rib or .blend file(s) and any files with images, shaders or texture maps that may be required to render your scene(s).

- if you created still models or scenes, a .jpg or .tiff image file of your model or scene.
- if your work is an animation, a video file of your animation if you can create one of a reasonable size so as to send by email.
- the project description mentioned above.