COMPSCI 715S2C 2005

Assignment 1:
Creative Expression in OpenGL

Due: Friday 22 July at 9:00am.

Worth: 4% of your mark in Compsci 715 S2C 2005

Aims:

> To refresh your knowledge of OpenGL
> To learn from others' OpenGL experiences
> To practice oral presentation and written communication skills
> To introduce yourself to your classmates

The task:

> You are to use OpenGL to create an artwork that expresses something about yourself. There are no limits on what you can do, other than that your work must run on the grad lab machines and it must involve original OpenGL programming. You can use any "starter" code that you find on the web as long as you add significant original OpenGL content. You will be assessed on both technical merit and personal expressiveness.

What to hand in:

> You are to hand in your complete commented source code, along with a README.txt file that describes how to run your program and where to find the original content in your code. You also must acknowledge all sources that you used for "starter" code, if you used any.
> You also must include a brief written report about your artwork in a text file called REPORT.txt. This report should describe your creative goals for the project and how you executed them in OpenGL. You can also write about things that didn't go as planned including unexpected discoveries. The report should be no longer than a page.
> This is due in the course's assignment drop box by **9:00am on Friday 22 July**. Everything that you submit will be made available to your classmates to assist in their learning.

The presentation:

> You will present your artwork to the class **on Friday 22 July** in our normal lecture slot. You will have just two minutes to do this, so you must explain it quickly and clearly. We'll use the Windows machine in the lecture theatre for this purpose. You will have access to the files that you submitted via the assignment dropbox.