

Homework #6 - Final Project Proposal

In this homework you will be writing a proposal for your final project. This project may be an ultimate collection of the materials talked about in this class or it may be upon other subject matter in computer graphics. Some ideas might be: a 3D space fighter, a racing engine, a particle engine, a ray tracing renderer and many more. The proposal will include a written paper as well as a 10 minute proposal presentation where you demonstrate your idea. This proposal will be roughly a page in length. See description and word count below.

Requirements:

1. Your proposal should have an introduction. This introduction should clearly state the goal of your final project and what the final product is meant to be. Don't simply state the final goal, but go into detail about the experience when using the system. For example, don't simply say you wish to write a ray tracer. Discuss the specific pieces of the ray tracer you would like to implement (materials, lighting, etc). Don't simply say you want to write a 3D space fighter, but rather describe how the user will use the system and what his interaction with the system might be. (~100 words)
2. Include an itemized list of elements (at least four) that must be solved by your system to make it worthwhile. Explain the elements and how you might solve them. Where possible, give two viable and proposed solutions to each of the elements. Choose which solution you think is better and explain why. (~200 words)
3. Explain why each of the elements you listed above is important to the goal of the final product. Rate these elements in order of importance to the final product. Explain why you decided certain elements are more important than others. (~100 words).
4. Include an estimated time period it will take to implement each of these elements. Think about not just coding time, but modeling, testing and debugging time as well. Briefly describe why you've chosen each time limit. (~50 words).