It is time to start thinking about your Computer graphics, Compsci 344, final project. It can be any computer graphics related project you can think of, but must it be approved by the professor. You are welcome to extend a previous assignment, find and implement a research paper, build a game, or anything else that strikes your fancy. When designing your final project, make sure it is something you want to work on. You will be spending the last month of the semester developing and designing your project and you will be expected to make significant progress each week. You may work by yourself or in a group of two. Group projects will be expected to be twice the work of individual projects since you have twice the number of people working on it. Groups of 3 will only be permitted under special circumstances and must be directly approved by the professor.

**Important due dates**

- **October 17**
  - Initial project proposal
- **October 30**
  - Final project proposal
- **November 1**
  - Initial project code check
- **November 8, 15, 22**
  - Weekly progress check
- **December 6**
  - Final project writeup
- **December 14**
  - Demo and project presentation

**Initial project proposal: October 17**

*This will count as an Assignment grade worth 10 points.*

You project proposal must be a well written document\(^1\) that includes the following:

- A description of your final product
- An explanation of how your project is related to computer graphics, what topics we have already covered that relate to your project, and what information you still need to learn

\(^1\)Not a bullet point list and sentence fragments like the one describing what to submit for your project proposal.
• Who is working on the project and on what each partner will be working.
  You can both work on the whole project together, or you may split the
  project in two such that each partner is responsible for a specific piece.
• What special equipment, if any, you will be using
• A project timeline (e.g., By November 1 I will have $x$ implemented.)

You will be given feedback ASAP so that you can make edits for your Final
project proposal due on October 30. Only one project proposal should be sub-
mitted per group.

Final project proposal: October 30
10 points
  Your final project proposal should include the same information as your
initial project proposal with edits based on my feedback.

Weekly progress checks: Fridays in November
40 points (10 points each)
  Each Friday in November will be a weekly progress check. Bring your code
to class and be ready to discuss the progress you have made since the previous
week. You will get to work on your project in class on Fridays. You will also
need to write a BRIEF update about what you have accomplished since the
previous week, what you plan to do the following week, and any challenges you
have run into. Your group will submit the update before class on Friday via
a group shared dropbox folder. You must have an official excuse (STINF, job
interview, etc.) to miss class and you must reschedule your progress check before
the next Friday.

Final project writeup: December 6
40 points
  You will write a technical document explaining your final project in detail
and submit your final project code. More information on the Final project
writeup will be given at a later date.

Demo and project presentation: December 14
10 points
  Each student will give a 5 minute presentation (groups of 2 will give a single
10 minute presentation) giving a brief overview to their project and a technical
description of a computer graphics technique used in the project. Partners will
present together, but will be graded individually. More information will be given
at a later date.