CS4621 Computer Graphics Practicum

Introduction and course organization

Course overview

- **Course consists of a final project**

    CS4620 doesn't have one

    CS4621 is like adding a final project to 4620

- **Groups**

- **Project requirements**

- **Reports**

- **Project management**

- **Evaluation of projects**

- **Evaluation of team members**

Groups

- **Project is in groups of 5**

- **We will form the groups**
    variety of backgrounds
    similar interests

- **Anticipating 18–20 groups**

- **Stay tuned for survey about background and interests**
    think about what applications of graphics excite you

Requirements for the project

- **Projects can be just about anything**

  any kind of application of graphics

  any platform, any development tools (though many will choose to use the 4620 framework)

  project should focus on two areas of graphics (Rendering, Modeling, Animation, Interaction) with sufficient challenge in each but not too much

  too small: add a couple of extra features to a 4620 assignment

  too big: something with multiple major challenges in multiple areas

Reports

- **Project proposal**

  first submission gets feedback

  revised version is your plan

- **Milestone**

  written report and presentation at about the halfway point

- **Final report**

  written report and presentation/demo and poster session at final exam time

Project management

- **Each project gets a grad TA mentor**

  mentor meets with groups ~bi-weekly

  mentor can answer questions, give advice throughout semester

  mentors will funnel technical questions to other TAs and instructor as appropriate

- **Two main deadlines**

  milestone presentations somewhere near end of October

  final project presentations at the Registrar-scheduled final exam

Evaluation

- **Milestone presentation**

- **Final project presentation**

- **Peer project evaluations**

  each project will be evaluated by 5-10 other students in the class
  evaluator graded on quality of evaluation
  peer evaluations taken as advisory input to final grading

- **Peer evaluation of team members**

  anonymous questionnaire (exact questions announced soon)