COMPSCI 715S1C 2004

Assignment 1:
Creative Expression in OpenGL

Due: Friday 5 March at 9:00am.

Worth: 2% of your mark in Compsci 715 S1C 2004

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 in the Windows environment 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.

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 **8:30am on Friday 5 March**. 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 at **9:00am on Friday 5 March** 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 can access your work via afs, or bring a CD or USB Pen Drive.