

COSC 338 – Computer Graphics

Project 3

Spring 2008

Objective: Utilize 3d primitives with texturing and lighting to create a scene.

Your Task: The classic final project in a graphics course is to develop a scene that students hard code. Typically this involves a variety of geometric objects with textures and lighting, along with a background. For this project, you will develop a scene using OpenGL with ten different 3d geometric shapes. You must include at least one sphere, one Utah teapot and one cube. You will have one point light source. You also must texture each object and use at least 3 different textures. Creativity will be rewarded.

You may work in pairs for this project. If you choose to work in a group, I must approve that group on or before 4/10.

Expectations: The code should be clean, concise, well-commented and correct. If you use an outside source, be sure to document that source. Significant use of outside sources will result in a deduction. Grading rubric will be provided a week ahead of the due date.

Due: April 22nd, 11:59pm via Digital Dropbox. Due to this being right up against the last day of classes, late submissions (beyond one day) will not be accepted.