CISC 4347 – Graphics Programming Fall 2011
Final Project (40 Pts)

Due Date: Tuesday, November 29, 2012 at 10:00 AM Central
(MyCampus & in-class presentation)

Topic (s): **Various**

Considering the topics we covered during the semester, the final project is intended to be a fun self-evaluation of what you have learned (if any). Each team is asked to develop a graphic application displaying a sophisticated figure (s) of your choosing. While I know you will go out of your way to impress me, I still want to give you some ideas to stir you in the direction I am envisioning. Successful projects in my book are those that incorporate parts or all of the following:

1. The figure (s)/shape (s) should be able to adapt to the workspace (window) during runtime, meaning if the window is repainted, the figure should be redrawn correctly.

2. You should include at least three callbacks functions (though you are certainly free to add as many as you desired).

3. Since I considered sophisticated figure/shape to be the one that is colorful, you are going to have to deal with my subjectivity/ignorant and include several OpenGl color methods into your project.

4. Interactivity was among the topics we discussed. In this project, you are to include three different actions (of your choice) to be performed interactively with the use of mouse buttons (all three of them). I would also like to see an interactive action (at least one) using a keyboard combinations.

5. Include in the project whatever else you think will make it useful

6. Comment your code adequately

7. Finally, write a ReadMe document explaining what you have done as well as how to use your program

8. Make a 20 minutes PowerPoint presentation in class overviewing your project.