Computer Graphics Project

MTAT.03.316

Spring 2018

Raimond Tunnel
IN THEORY, THEORY = PRACTICE.

BUT IN PRACTICE?
Contact Information

- Raimond Tunnel – jee7@ut.ee
Organization

• 3 credits course
  • Contact hours $10 \cdot 1.5h = 15h = 0.58$ credits
  • Individual work (63h):
    – Project idea – 4h = 0.15 credits
    – Project plan and timeline – 12h = 0.46 credits
    – Milestones 6 · 7h = 42h = 1.62 credits
    – Presentation – 5h = 0.19 credits
Organization

• Project idea and plan (~1-2 pages) – 23.02
• Milestones:
  • **Group1:** 02.03, 16.03, 30.03, 13.04, 27.04, 11.05
  • **Group2:** 09.03, 23.03, 06.04, 20.04, 04.05, 18.05
  • 6 in total
  • 2 week long
  • 7h of work each
• Final demo – 25.05
How to pass?

• Create a project plan
• Set up and achieve your own milestones

Missing those, gets you a strike.
Do not get more than 3 strikes.

• Do a presentation of the final result

Missing that is an automatic failure.
Not attending fellow students' presentations gets you a strike.
What to do?

- Anything you want that is related to computer graphics.

"ANYTHING IS POSSIBLE"

FALSE. YOU CAN'T RIDE A SNAIL INTO THE SUN
What to do?

● Practical work for a thesis
● Although you can not get credited twice for the same work...
● ... chances are that the practical work of your thesis is more then the credits given.
What to do?

- Work on some pet project you already have.
- You are working on it in secret anyway, right?
What to do?

- Continue a project from another course.
- For example the CG course.
What to do?

- Take on a new project and learn new things!
New Project Ideas

- APT GameGenerator projects
  - Meet competent people
  - Have fun together
  - Create awesome stuff

- https://www.facebook.com/groups/GameGenerator/
- http://aptgg.ee/projects
- http://aptgg.ee/team-finder/
- Meetings every Monday at 18:00 in Aparaaditehas
New Project Ideas

- APT GameGenerator projects
  - Tribocalypse VR
  - ColOrigami
  - Melancholy
  - Mind Stone
  - ...

[Images of Tribocalypse VR and ColOrigami]
New Project Ideas

- Previous unchosen CG course projects
  - https://docs.google.com/spreadsheets/d/1GDcc3ltrHtftRzuM0MRlyRYxhgAbVGYb1RDQLhJjoBE/edit#gid=0
  - Lens Distortion Removal – calculate and remove distortion
    hendrik@kalderafx.com
  - Brain Data Visualization – Visualize a rotatable brain
    ilya.kuzovkin@gmail.com
  - Paabel VR – Improve the VR demo for the CGVR lab
    madis.vasser@ut.ee
  - VR Live Racing for RC Cars – Visualize RC cars in VR
    rainer@rcsnail.ee
    Info: link
Inspiration

- SpaceRacer (APT GameGenerator)
  - https://protosity.wordpress.com/2015/12/14/spaceracer-game-project-unreal-engine-4/

- Tribocalypse VR (started in Global Game Jam 2016)
  - http://fb.com/Tribocalypse
  - http://store.steampowered.com/app/520510/Tribocalypse_VR/

- Mythos of the World Axis (APT Game Generator)
  - https://www.oculus.com/experiences/rift/1221236131237268/
  - https://www.youtube.com/watch?v=VEe_etrPucs

- Games from Ludum Dare 40 and GGJ18
  - http://aptgg.ee/ludum-dare-40/
Project Management

• Have a plan!
  • You can always change the plan.
  • A plan is better than no plan!

• Plan should consists of:
  • What do you want to have done?
  • General steps in what order you do things.
  • Required technologies (if applicaple)
Project Management

- **Milestone**
  - What are you going to do in the next 2 weeks?
  - Some specific feature?
  - Include the estimated research time
  - Include the estimated debugging time
  - **Make sure you stick to the goals you proposed!**
  - Roughly 7h of work.

You can find 7h in 2 weeks, right?
Project Management

• Motivation
  • So you want something done by the end?
  • Do a little bit throughout the semester.
  • Little bit means a new feature in 2 weeks.
  • Does not have to be a big feature ...
  • ... but does have to work!

Milestone is a promise to a client of what will definitely be done and working.
Project Management

● When in trouble: **ASK FOR HELP!**

● Also:
  - Keep your milestones very small, but concrete!
  - Do not restart or permanently delete your project!
  - Ask for help from:
    - CGVR lab people (Ats, Madis and Raimond)
    - Fellow students
  - Be positive!
Project Management

• Final Presentation
  • Finally you have implemented ~6 features
  • This means that you probably have a pretty solid result
  • Show this result to others
  • Compare it with your original project plan
    – Does not have to match
  • Think about how to continue...
Questions?

THANK YOU!

ANY QUESTIONS?
Your Project?

- What do you call it?
- Which group will you be in?
- Want a joint project with another student?