Computer Graphics Project

MTAT.03.316

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IN THEORY, THEORY = PRACTICE.

BUT IN PRACTICE?
Contact Information

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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 $6 \cdot 7 = 42h$ = 1.62 credits
    - Presentation – 5h = 0.19 credits
Organization

• Project idea and plan (~1-2 pages) – 15.02
• Milestones – 29.02, 14.03, 28.03, 11.04, 25.04, 09.05
  • 6 in total
  • 2 week long
  • 6h of work each
• Final presentation – 16.05, 23.05
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.
What to do?

- Anything you want that is related to computer graphics.
What to do?

● Practical work for a thesis
● Although you can't get credited twice for the same work...
● ... chances are that the practical work of your thesis is more then the credits given.

ONE DOES NOT SIMPLY
WRITE A THESIS
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 Game Generator projects
  • Meet competent people
  • Have fun together
  • Create awesome stuff

• https://www.facebook.com/groups/GameGenerator/
• https://goo.gl/mbS0QR
• Meetings every Monday at 18:00 in Aparaaditehas
New Project Ideas

• APT Game Generator projects
  • Gates of Chaos
  • Mutagenees
  • SpaceRacer
  • NIDRAXPOL
  • ...

[Images of game concepts]
New Project Ideas

• Previous unfinished CG course projects
  • https://docs.google.com/spreadsheets/d/1Os1s6VmcMiX8GH8zspsEhXnMAHdMrQYoCW7OA9SKzQ/edit

• VideoROI – display video frame, define masks on it
  richard.meitern@ut.ee

• Ahhaa 3D RollerCoaster – procedurally generated path
  richard.meitern@ut.ee

• Ahhaa 4D VR Cinema – VR experience for Ahhaa
  akurvet@ut.ee

• Lens Distortion Removal – calculate and remove distortion
  hendrik@kalderafx.com

• Brain Data Visualization – Visualize a rotatable brain
  ilya.kuzovkin@gmail.com
Inspiration

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

- TotemGames (Global Game Jam)

- Mythos of the World Axis (APT Game Generator)
  - https://share.oculus.com/app/mythos-of-the-world-axis
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 applicable)
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 6h of work.

You can find 6h 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!
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?