CS5500 Computer Graphics
Final Project

Proposal due: 13:10 June 1, 2006
Demo and report due: 13:10 June 26, 2006 (June 19 for graduating students)

In this project, you may work on your own or work with a classmate as a two-person team.

You may choose one from the following topics:

(1) Generate a 3D maze and decorate the walls with textures.   Your program should allow the users to walk through the maze.   This project is inspired by the Windows 3D maze screensaver that looks like this:
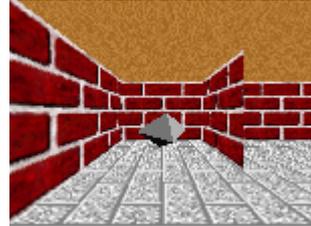
(2) Download the Sponza Atrium 3D model from http://hdri.cgtechniques.com/~sponza/files/. Write an OpenGL program to display it. Add textures and lighting to make it look visually appealing.

(3) Use Cg or GLSL to generate interesting effects such as ripples on water surfaces, or bump mapping effects.

(4) Write an OpenGL program to display a 3D scene with shadows or projective textures.