

3DMM 2015 Final Project

Final Project

- Now, it is your turn to develop your 3D graphics system based on the materials taught in classes
 - TAs will help you to make your first step
 - Show your executive ability and creativity!

Schedule

- 5/8 選填Project志願
- 5/12 公布選填結果
 - Will announce on the website
 - At least one group for each project
- 6/2 Progress Report
 - Oral presentation
 - Submit your slides before 6/1
- 6/23 Project Demo
 - 1-min oral preview
 - Poster presentation

Grading Policy

- Different for each project
- The demo will take a large portion: 55%
- Performance evaluation and analysis is important!

Topics

- 1. Software 3D Graphics Pipeline with Transformation/Lighting/Texture mapping
 - 李潤容教授, NTHU
- 2. GPU Programming
 - 張鈞法教授, NTNU
- 3. Simplified GPU Hardware Implementation on ZedBoard (Max: 2)
 - 范倫達教授, NCTU
- 4. Simple PCI-e Graphics Card with 3D Display (Max: 2)
 - 簡韶逸教授, NTU
- 5. Integrated System
 - Integrate multiple topics together!
 - Ex. 3D input + Simple PCI-e Graphics Card with 3D Display

Thank You
