

Project Assignment BA

Your head is the center of this project. Model your Head using any automated tools and facilities. We suggest to use Autodesk's 123d Catch, but you can use different tools.

Add at least one additional simple object, that was modeled and textured by yourself (e.g. glasses, pedestal etc.).

Add illumination and photorealistic or non-photorealistic rendering effects to the scene. At least one shader must be a real-time rendering effect, that was not part of any previous homework. You can either do a good re-implementation of existing ideas and algorithms (found in papers, textbooks or web) or do a combination of the above with own ideas.

Important dates and deadlines

April 30, 23:59: Submit project proposal (PDF): 1 paragraph to explain your final project. You can use images from the web to explain your ideas.

June 3: Install your project on the presentation PC.

June 4: Present the project in lecture (approx. 2 min live demo).