

EECS 487

Request for Proposal

This is a request for ideas for final projects. All final projects must have the following components:

<ul style="list-style-type: none"> • Modeling Component <p>Examples: Polygon, Spline, Subdivision Surfaces</p>	<ul style="list-style-type: none"> • Texturing Component <p>Examples: Texture maps Procedural maps Environment maps MIP maps</p>
<ul style="list-style-type: none"> • Graphics Math Component <p>Examples: Nested Transforms Splines</p>	<ul style="list-style-type: none"> • Animation or Interaction Component <p>Examples: Interaction with mouse or keyboard Animations Inverse Kinematics</p>
<ul style="list-style-type: none"> • Rendering Component <p>Examples: Lighting set up Materials properties Viewing motions</p>	

Rough Draft Ideas:

This should be a fairly complete description of the project idea. It can be typed or hand written. Feel free to submit as many as you like. This is a brain storming Draft, but try to show how the project can meet the required components.

Rough Draft Proposal:

This is a full up Proposal. It should contain a complete description of the projects with details of how all the required components are meet. It should state the Goals and a fallback Position. Task breakouts are NOT needed for this proposal. As complete as possible list of group members.

Final Draft Proposal:

This is the final Proposal and will be used to judge your project. It should contain a description of the project, How each of the required components are meet, a work breakout for each member of the Group, a Goal statement, a fallback statement, and a List of group members

Important Dates:

March 1st Rough Draft of Final Project Ideas
 March 3rd Rough Draft of Final Project Proposal
 March 8th Final Draft of Final Project Proposal

Due Beginning of Class
 E-Mailed by Midnight
 E-Mailed by Midnight

April 19th Final Projects Due!
 April 23rd through 28th Review of Final Projects
 (There will be a limited number of projects each day)

All group members must attend