

Final Project

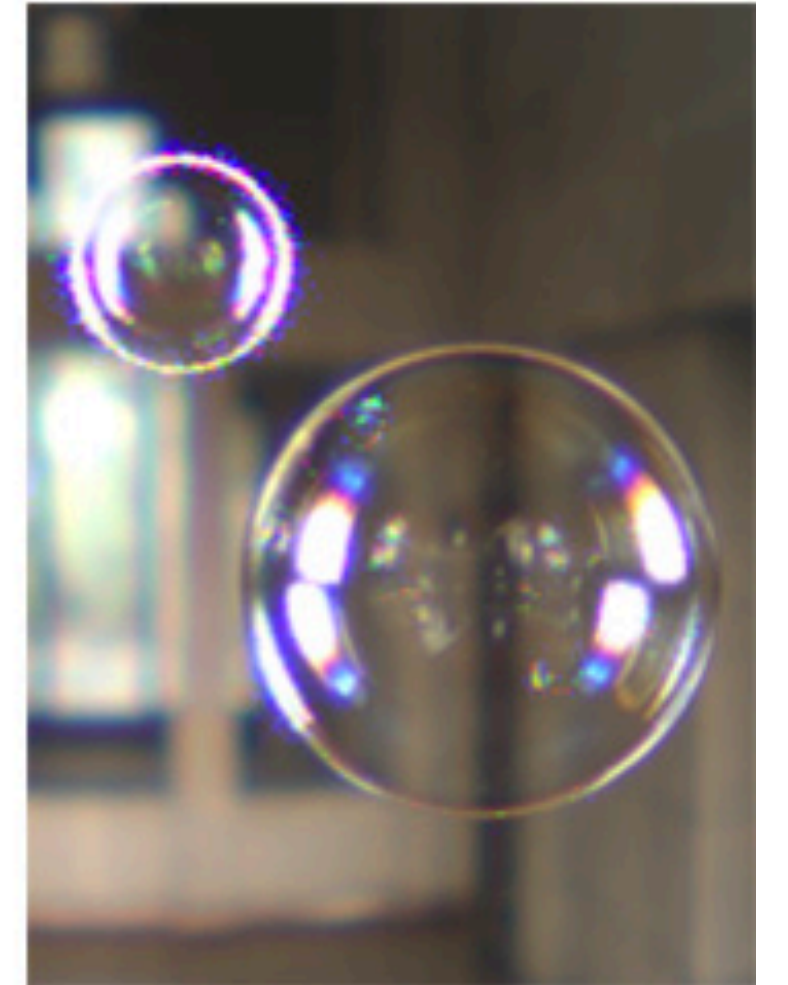
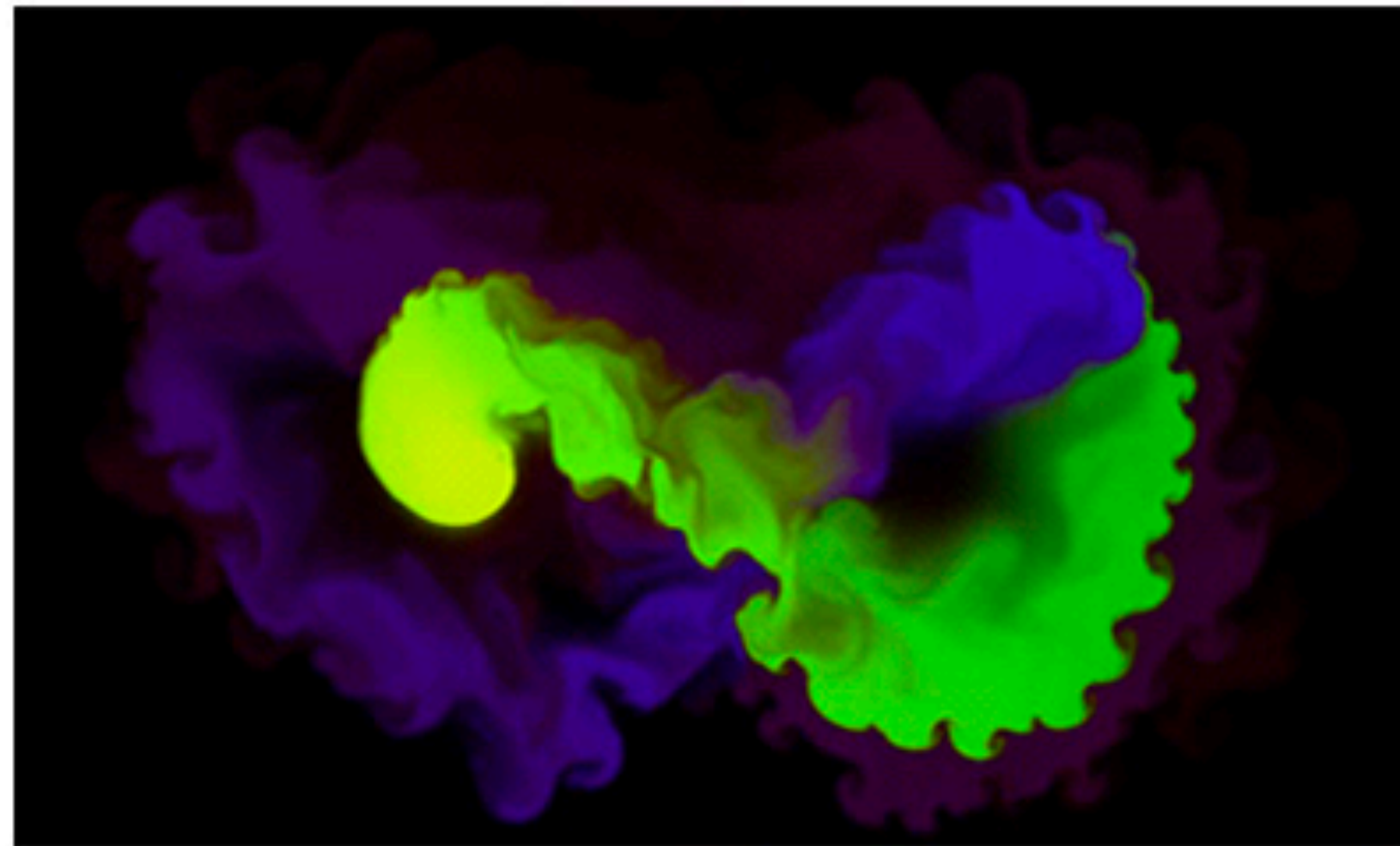
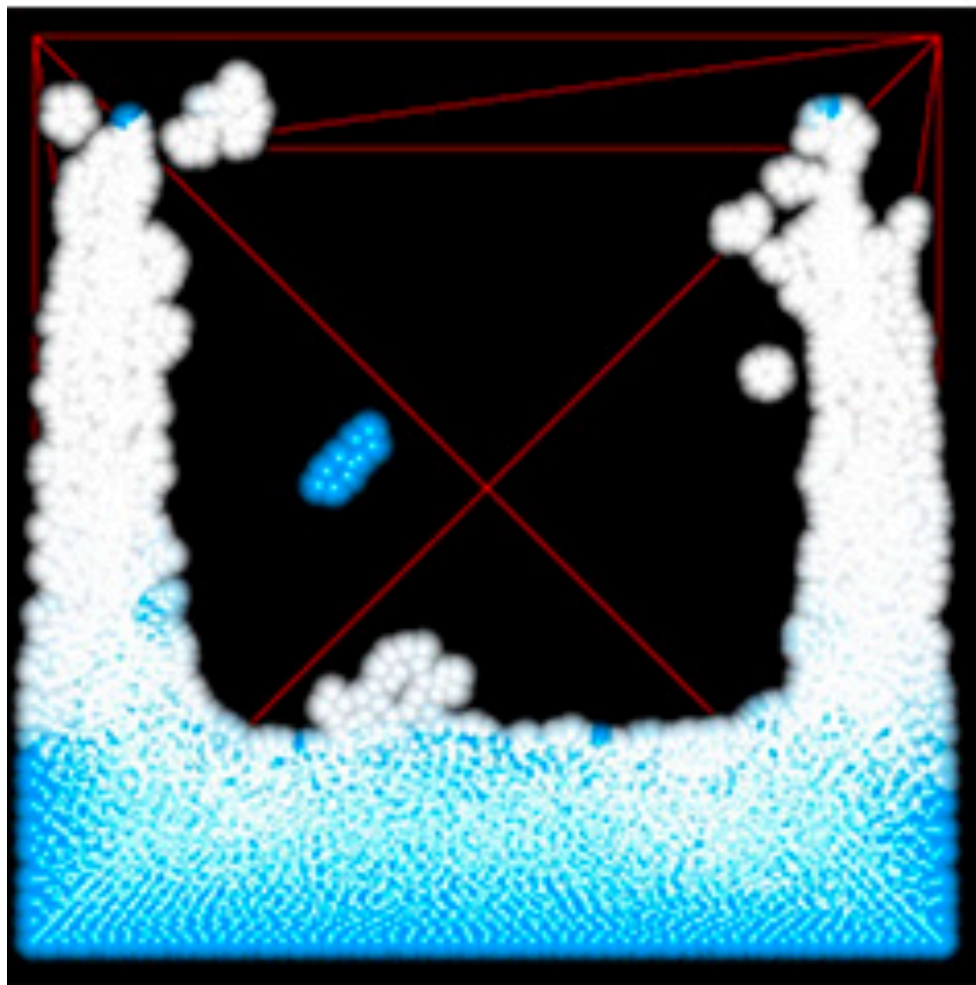
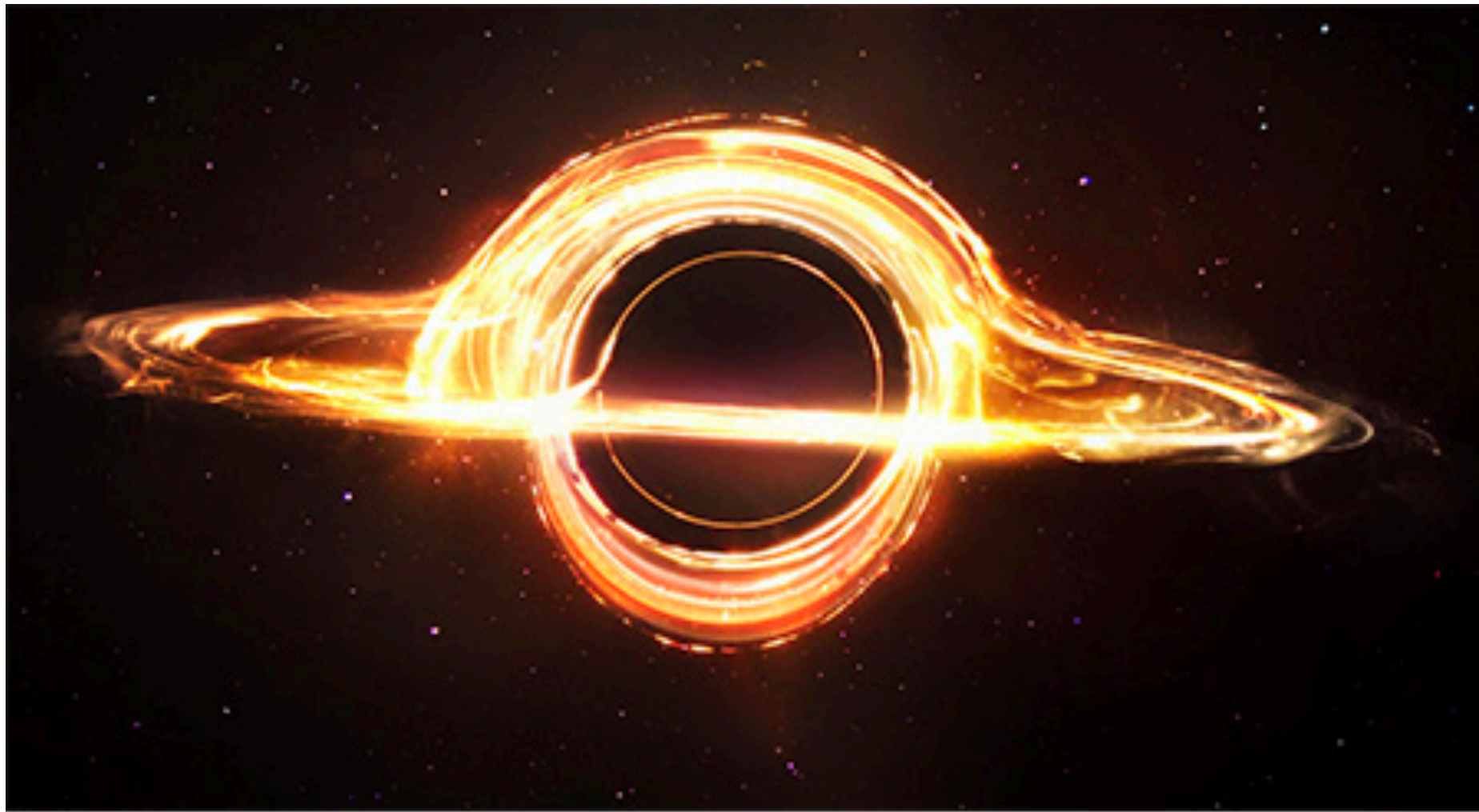
Computer Graphics and Imaging
UC Berkeley CS184

Announcements

- **Gradescope Checkpoints from last week - due tonight at 11:59 PM**
- **Upcoming deadlines**
 - **Final Project Proposal/Teammates - Friday, July 31 @ 11:59 PM**
 - **Project 4 (last "normal" homework assignment!) - Sunday, August 2 @ 11:59 PM**
- **Exam starts Wednesday at 11 AM**

Exam Reminders

- **Starts Wednesday, July 29 at 11 AM Pacific**
 - Exam is released via Piazza
 - If you have questions, you may submit them via Google Form. If we believe it requires a clarification, the exam post will be updated.
- **Exam must be submitted by Thursday, July 30 at 11 AM Pacific**
 - You can spend as much or as little time as you want on the exam during the 24 hour period.
 - No contact with anyone (except staff) regarding the exam, or course material.
 - Otherwise, open book.
 - Complete on separate paper, printed copy, or digital PDF. Prepare ahead of time!
 - Review Academic Integrity statement (you will be asked to sign)
- **Project party today (6-8 PM) and class tomorrow dedicated to Office Hours to answer any questions.**



Final Project Schedule

- **Project Proposal and Teammates due this Friday, July 31**
 - **Feedback will be returned no later than Monday**
- **Checkpoint due Friday, August 7**
 - **Short report to update us on your progress, so we can help you adjust to any challenges if needed**
 - **Graded for effort**
- **Presentations moved to Friday, August 14**
- **Final deliverables due Friday, August 14**
 - **Video, slides, and final report**

How is it graded?

- Proposal and checkpoint based on completion/effort
 - The more specific you are, the more we can help you
- Final deliverables graded based on mix of technical difficulty, results, presentation quality.
 - Of course, this is a technical course, so emphasis on the first two. But we also value the effort put into talking/writing about or visualizing your work!
- Balanced between technical difficulty of your proposed project, # of teammates, and final results.

Picking a project - general tips

- If you have any outside interests (in another technical field or particular art area) this is the time to bring it in!
- Think about which assignment you liked best
 - Class is roughly organized into Rasterization, Geometry, Rendering, Simulation
 - (So are final projects)
- If you hold a deep-seated resentment of C++, you can use a different language!
 - Various shader languages, Python for image processing or other light (or even not so light!) graphics tasks

Picking a project - general tips

- **Difficulty level of projects**
 - **Hard to judge/give specific advice up front, easier to do in response to your specific project proposal**
 - **You know yourself, what sort of programming you might be comfortable with, how much time you want to invest into the final project, etc.**
 - **Staff will try to look for common pitfalls and advise you around them**

Writing the project proposal

- Be specific, but not overly wordy
- Check the Final Project page for details, but key parts:
 - Deliverables
 - Schedule
- Examples

Project Ideas!