

Computer Graphics Project - Course Outline

COMP 488: 2013 (Full year)

This document sets out the workload and assessment requirements for COMP 488. It also provides contact information for staff involved in the course. If the contents of this document are altered during the course, you will be advised of the change by an announcement in lectures and/or on the course web site. A printed copy of this document is held in the School Office.

Aim

COMP 488 consists of an individual project which is done under the supervision of one (or more) of our academic staff. The aim is to let you show-case all of the skills you have learned during your degree. In particular, you will design, implement and evaluate a solution to a complex computer science problem. You will also present your solution through a final report, an oral presentation and where appropriate, a practical demonstration.

Objectives

On completing this course, you should be able to:

1. **Design, implement and evaluate a solution to an appropriate problem in computer graphics.** This should demonstrate an understanding of the various trade-offs involved, provide documented evidence justifying those design decisions made and demonstrate technical leadership through innovation. (Graduate Attribute 1, Graduate Attribute 2, Graduate Attribute 3).
2. **Justify the quality of your solution through effective written and oral communication.** Quality issues include, but are not limited to: the selection of appropriate tools and programming languages; application of appropriate engineering and professional practices; consideration of real-world issues, such as scalability, reliability, safety and sustainability (where appropriate). (Graduate Attribute 1, Graduate Attribute 2).
3. **Assemble evidence from a range of sources to compare and analyse the relationship between your solution to the graphics problem and that of similar systems and/or approaches.** Sources include, but are not limited to, books and academic papers.

Course Procedures

COMP 488 shares its structure, teaching schedule and assessment procedures with ENGR 489. Please see the ENGR 489 course outline for details.

Rules & Policies

Find key dates, explanations of grades and other useful information at <http://www.victoria.ac.nz/home/study>.

Find out about academic progress and restricted enrolment at <http://www.victoria.ac.nz/home/study/academic-progress>.

The University's statutes and policies are available at <http://www.victoria.ac.nz/home/about/policy>, except qualification statutes, which are available via the Calendar webpage at <http://www.victoria.ac.nz/home/study/calendar> (See Section C).

Further information about the University's academic processes can be found on the website of the Assistant Vice-Chancellor (Academic) at <http://www.victoria.ac.nz/home/about/avcacademic>

All students are expected to be familiar with the following regulations and policies, which are available from the school web site:

Grievances

Student and Staff Conduct

Meeting the Needs of Students with Disabilities

Student Support

Academic Integrity and Plagiarism

Dates and Deadlines including Withdrawal dates

School Laboratory Hours and Rules

Printing Allocations

Expectations of Students in ECS courses

The School of Engineering and Computer Science strives to anticipate all problems associated with its courses, laboratories and equipment. We hope you will find that your courses meet your expectations of a quality learning experience.

If you think we have overlooked something or would like to make a suggestion feel free to talk to your course organiser or lecturer.
