

Visualization 4166 – Projects

Key Dates

- **Feb. 5th** : Project Proposals Due
 - **March 4th** : Project Updates Due
 - **April 5th**:- Final Projects Due
-

General notes:

- Evaluated for 50% of Final Grade.
 - Projects are to be done individually.
 - Submit your assignments, reports and project with dal.ca/brightspace
 - **Also, please include a readme file that explains how to run your code**
-

Projects

- You will submit a **two-page proposal** on the project you intend to implement, how you intend to do it and a brief time-line. This will be worth 5% of your final grade.
- A **two-page progress report** will be submitted partway through the term which explains what you have done and what you still need to complete. Screen captures of the system in operation are expected. This will be worth 5% of your final grade.
- At the end of the term, a **four-page final report will be submitted along with your project**. You also might be asked to demo the system at the instructor's request.
- *Do not go over the page limits.*
- How you implement it is up to you. You can build your system from the ground up using OpenGL, DirectX, VRML, Java3D, etc. Or, you can work with an existing toolkit such as the D3 or the Visualization Tool Kit (VTK). See the course reference page for some of the available toolkits. *However, you cannot use an existing visualization system and simply enter in the data.* Contact me about it if you are unsure.
- The project will be assessed on the quality of your system (efficiency, robustness, ease of use) and the complexity of your system (how hard was it to implement).
- Suggested projects (equally valuable):
 - Implement part or all of an existing research paper.
 - Modify and implement an existing research paper.
 - Implement and apply an existing research paper to a different application area.
 - Propose and implement a new visualization system.
- If you are unable to find your own datasets, look on our course reference page