

Computer Science 801

Fall 2000

Final Exam

Due: Friday, 12/15/2000

Maya Animation

Create an animation in maya. It need not be long, but it should show some modeling techniques that you've learned over the semester.

You may submit an original animation or work from the last maya tutorial involving Salty the seal. If you opt for the tutorial, you must complete Lesson 20. You then have your choice: Lesson 21, Lesson 22, or Lessons 23 and 24 (together). Both parts must be completed.

Please do not e-mail your frame files to me. Access to your final animation will be determined at a later date.

C Program

You are to complete the OpenGL/GTK program discussed in class. All of the portions that you are to modify are preceded by comments containing double stars (i.e., `/**` and `**/`).

You should e-mail your final source code to me, along with a make file. We may ultimately decide to tar and compress, in which case I will provide additional details by e-mail.