

# Computer Graphics

## *Project*

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# Project Instructions

CS-341 Computer Graphics 2025

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## Final Project

### Overview and Timeline

The goal of this project is to solve an interesting problem in the domain of computer graphics. You will use notions learned during the course and apply the skills and techniques acquired by solving the homework assignments.

You will make a project proposal, research ways to solve the chosen problem, organize and schedule your work, implement your solution, edit a trailer video, present your results in front of the class, and write a final report. The specific scope of the problem, such as the scene to render or simulate, is left to your discretion. A successful project can showcase, for example, real-time rendering, procedural scene modelling, data visualization, simulation of a physical system.

We provide you with a list of features that can be implemented to extend the initial WebGL/ `regl` framework. You will select a subset of these features and implement them, effectively creating a custom WebGL application. Your final grade will be determined by:

<https://courses-gcm.epfl.ch/cg2025-project-instructions/>

# Project Framework and Tutorial



<https://courses-gcm.epfl.ch/cg2025-project-framework-docs>

