



Project Notes



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Why Are These Notes Here?

These notes are here to:

1. Help you setup and run your projects
2. Help you get everything in the right format for submission
3. Help you get a **better grade** by doing all of this correctly!

better grade!

better grade!

better grade!

better grade!

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Running Your Projects

- As this is a computer graphics course, you need to find *somewhere* to run your programs that have graphics display hardware on them. ***flip is not one of these places.***
- Your graphics card needs to be capable of running Vulkan. There is no card level-number that tells you this.
- Our CGEL (Batcheller 244) is a good place to work on your Vulkan projects.



Running Your Projects on Windows

- Get the Sample2019.zip file from our Resources Page
- Un-zip it
- Double-click on the .sln file
- Select **Build**→**Clean Solution**
- Select **Build**→**Build Sample**
- Select **Debug**→**Start Without Debugging**



Getting Visual Studio for your own Windows System

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If you are on your own Windows system, you can get Visual Studio 2019 by going to:
<https://azureforeducation.microsoft.com/devtools>
and following the instructions.

The account you want to enter is your **onid@oregonstate.edu** account.

Once you have Visual Studio, download the file **Sample2019.zip**, unzip it on your system, and double-click on the **.sln** file



Project Turn-in Procedures

Your project turnins will all be electronic.

Your project turnins will be done at <http://teach.engr.oregonstate.edu> and will consist of:


1. Source files of everything (.cpp, .vert, .frag, .geom)
2. A report in PDF format. ***You can .zip everything else if you want, but leave the PDF as a separate file.***

Electronic submissions are due at 23:59:59 on the listed due date.

Your PDF report will include:

1. A title area on the first page: your name, email, project number, and project name.
2. A couple of screen captures to show your program in action
3. A web link to a video ***that I can access*** showing your program in action

Your project will be graded and the score posted to Canvas.

 If you did not get full credit, there will be a Canvas grade note telling you why.

Project Video

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In order to get your project graded, you need to make a video of your program in action:

- You can use any video-capture tool you want
- If you have never done this before, I recommend **Kaltura**, for which OSU has a site license for you to use
- You can get our Kaltura noteset here: <http://cs.oregonstate.edu/~mjb/cs557/Handouts/kaltura.1pp.pdf>
- If you use Kaltura, be sure your video's permissions are set to **Unlisted**.
You need to proactively do this -- this is not what the default setting is.
It is better to do this through the media server (<http://media.oregonstate.edu>) than through Canvas.
- If the permission isn't set to **Unlisted**, then we won't be able to see it and we can't grade your project
- Don't make your video overly long! Show what we need to see to grade it. **Do not walk us through your code!!** If we want to see it, we will go look at it.
- Be sure that you include the web-link to your video in your PDF report!



Silly Ways to Lose Points on Your Project

- You didn't put your name on the title page of the PDF report (-5)
- You submitted some other file type for your report other than a PDF (-5)
- You buried your PDF in a .zip file instead of leaving it outside (-5)
- You didn't put a link to your video in your PDF report (-5)
- You didn't change your Kaltura video permission to *Unlisted* (-5)



Bonus Days

Projects are due at 23:59:59 on the listed due date, with the following exception:

Each of you has been granted **5** Bonus Days, which are no-questions-asked one-day extensions which may be applied to any project, subject to the following rules:

- No more than **2** Bonus Days may be applied to any one project
- Weekends and holidays count as “days late”
- Don’t worry if *teach* tells you it’s late because it is between 23:30:00 and 23:59:59. But, *after* 23:59:59 on the posted due date, **it’s late!**
- Really what I do is look at your turnin *date*. Your turnin date minus the due date is how many “days late” your project is.
- Bonus Days cannot be applied to tests or quizzes
- Bonus Days cannot be applied to the Final Project Proposal, the Final Project, or the CS 557 Paper Project

If you turn in a project three or more days late, your score is a zero.

If you turn in a project late and you don't have enough Bonus Days left to spend on it, your score is a zero.

You don't need to ask me, or even tell me, that you are using Bonus Days. Just turn your project in two-or-less days late. I have a script that will check your turn-in date and deduct the Bonus Days.

It is up to you to track how many Bonus Days you have used up. However, I also keep a spreadsheet of your Bonus Days. If you lose track, send me an email and ask.

