Final Project Proposal

Hardware Ray Tracing

1. **Part 1 Due: 11:59:59 PM, March 13, 2014**
   Write a brief description (roughly one page) proposing your final project. Your description should provide us with a good understanding of your plan and should address:
   - Describe your project
   - What is the utility of your project? What will the end result provide?
   - List specific steps that you believe will be required to successfully implement your project
   - What is the expected difficulty and time commitment?
   - How will your project take special advantage of the simulator, as opposed to simply implementing something in software?

   Please note that your proposal document is subject to approval. If your project is too simple, or otherwise inappropriate, we will ask you to do something else. Please send us email early if you are uncertain of your project’s utility.

2. **Part 2 Due: Present in class, March 19, 2014**
   Prepare a 5 minute presentation to describe your project to the class. Your goal should be to explain to the class what your project is, why it is important, and what it will achieve. Consider this a condensed, presentable version of your description document, with visual aids. If you plan to use the projector for your presentation, prepare either pdf slides or online materials to avoid powerpoint format conflicts, or bring your own laptop. You may also draw on the board if desired.

What to turn in:

1. By 11:59:59 PM, Thursday March 13, send e-mail to teach-cs6958@list.eng.utah.edu with your project description document.

2. By Wednesday March 19th during class, be prepared to present your proposal to the class. Either bring your own laptop, or send any required projector materials to teach-cs6958@list.eng.utah.edu before class begins.