Assignment 0329
The goal of this assignment is to establish a milestone in your research paper while integrating some of our discussion on 3D modeling. The assignment also avoids a massive cram session at the end of the semester and checks whether the paper is headed in the right direction.

Not for Submission
Textbook readings at this point depend on specific needs that you might encounter while working on your paper. Read the following as needed (or desired):

1. For textbook examples on object modeling: Chapter 9 in Angel.
2. For modeling using curves and surfaces: Chapter 10 in Angel.
3. For integrating physics and physical phenomena in a model: Chapter 11 in Angel.
4. For deeper OpenGL drawing details: Chapters 2-3 in the red book.
5. To improve drawing performance with display lists: Chapter 7 in the red book.
6. For discrete drawing and rendering techniques: Chapter 7 in Angel.

For Submission
Submit whatever you have so far for the research paper, with an emphasis on your current status in terms of the reading you have done and the current state of your 3D model.

1. Submit the latest draft of your paper in its LaTeX source form. As you should know by now, this consists of one or more .tex files, a .bib file containing your references, and one or more image files for any figures that are included by your LaTeX source.

2. Submit the latest proof-of-concept code that you have written for your model thus far. The code should be self-contained, portable, and buildable. Not unlike the programming homework that you have submitted so far, really.

Again, note that our emphasis is your progress on the model, which really is the core component of your work in any case. What data does your simulation require? How can this data be changed or manipulated to “perform” the simulation? Focus on these elements for this milestone submission.