CAP 3032: Interactive Modeling and Animation I
Final Project Outline

Due Date: Wed 22 Jan 2014 (printed copy, turned-in at beginning of class)

The CAP3032 Final Project aims to help you:

• Identify an appropriate project of interest
• Communicate the main ideas and goals behind that project
• Break the idea down into its component parts
• Create a development plan
• Iterate on that plan to yield a polished final project

Proposal Components

1. Working Title
Give your project a working title. It will help us to have conversations about it later.

E.g. “Stock Info.”

2. Executive Summary
The executive summary is a one or two-paragraph summary which describes the main idea of your project. It should contain a “problem statement,” which is the main problem that your project is trying to solve.

E.g. “Stock Info is an interactive application which aims to clearly communicate the often cluttered and changing stock market data. The application allows the user to specify several stock codes, and will present the information in a clear, concise manner, and allow the user to see the data in a variety of different ways (daily performance, performance over time, and news articles related to the specific stock).”

3. Project Analysis
Analyze your project through the following “lenses,” and write a brief paragraph on each lens as it related to your project. Your project is not required to show complex development in each lens, but it should be sophisticated in at least 3 of the lens areas:

• Visual Elements: What are the basic visual objects that make up your project?
• Animation: In what ways are your visual elements animated? What do your animations look like, and what extra information do they bring to your project?
• Text and Data: Is your project data driven? What’s the source of that data? What text will be presented to the user? Which information or text is most important?
• Interactivity: How does the user interact with the project? How does it make your project more useful or meaningful?

E.g. “The visual elements of Stock Info include symbols to indicate the current status of the stock, and line and bar charts to indicate performance over time. See sketches for an example of these visual elements.
The charts will animate as you switch between different stocks. The charts will not simply pop into place as you switch stocks, they will smoothly change position from one stock to the next for a very polished look.

The data will be taken from the New York Stock Exchange (NYSE) website, and will be presented to the user visually through colored symbols and graph, but also through text which displays the data for a given stock.

The user can interact with *Stock Info* by adding stock symbols they are interested in, and by clicking arrows in the bottom right hand corner to switch between the stocks they have added to the application. In this way, the information is customized to only what they care about.”

4. **Source Material & Sketches**

Note the source inspirations which have guided your project. Provide images of your source materials, web links, and/or sketches (digital or hand drawn) that demonstrate the visual aspects of your project. You can also point out where you hope to differ on your approach

E.g. “I will be using the iOS Stocks application as my source inspiration. I will be trying to focus more on graphing the stock data, because the current Stocks application doesn't allow the user to explore graphs very easily.”

**Grading Criteria**

Your proposal should:

- be 2 pages or less (includes all writing and all images)
- contain each of the four proposal components outlined above
- be something you are motivated to create
- be something that is “scoped down” to what you can complete within the semester
- clearly communicate what you hope to make over the semester
- be clean, professional, and free of grammatical and spelling errors
Possible Sources for Project Ideas

- Video Games (be careful about scope here)
- Data Visualizations (visualizing.org)
- Mobile or Desktop Applications
- Generative Art Projects (zenbullets.com)
- Anything else that is animated and interactive!

It is good to start by exploring your own interests, or finding datasets that are meaningful to you. From there you can start to develop a way to present that information in an interactive and meaningful way.