Overview: This project is designed to develop your skills in MEL scripting and programming. How you choose to implement MEL is entirely up to you, but the project topic should be approved by the professor prior to beginning the project.

Project: This project is open ended when it comes to choosing your topic, but it should get you learning and coding in MEL to some good capacity. For instance, you may want to develop some functions to perform some common and useful tasks, ones that may be of interest to you; or you can develop functions for simulating animation or dynamics; or you may perhaps be interested in creating a simple GUI or even a basic MEL plugin; if you have a feel for adventure, then feel free to create a game!

Those are just suggestions, as the actual project theme and main purpose are totally up to you. You will first write an abstract that will need to be approved before you jump in to your project.

Have fun with this. Be creative, the limitations are only what you choose them to be.

Note: If you are interested, you may write this project in python instead of MEL.

Deliverables:
- An abstract, one that briefly describes what you plan on creating.
- One or more MEL scripts; and any associated files.
- A ‘screen capture’ video that demonstrates the running and usage of your project. Your video must contain an audio of your explanations (you may post it on youtube if you wish).

Due Dates:
- Abstract: Wednesday 3/23/16, in class; typed, on a single sheet.
- Scripts and video: Thursday 3/31/16, 10 pm; in a project_3 directory.