**Assessment form: Effects & Shaders Gold 1 – Post-Processing, Render Objects & Textures**

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| **Student:** | Michael Scholten | | **Assessor:** | | Mathijs Koning | |
| **Date:** | April 20, 2023 | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| Showcase | | The video showcases the required Post-Processing and Render Object/Texture Effects, and went the extra mile with the demo-environment or editing of the video | The video showcases the required Post-Processing and Render Object/Texture Effects | | The video does not showcase the required Post-Processing and/or Render Object Effects | 3 |
| Narration and explanation | | The narration explains the effects and their implementation in great detail | The narration clearly explained how the effects have been implemented, but leaves out some important information or explanation | | The narration falls short of explaining how the effects were implemented | 3 |
| Comments:  Good stuff! | | | | | **Points:** | 6 |
| **Verdict:** | **Pass** |

**Assessment form: Effects & Shaders Gold 2 – Shader Graph**

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| **Student:** | Michael Scholten | | **Assessor:** | | Mathijs Koning | |
| **Date:** | May 3, 2023 | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The effects work | | The project contains at least 3 different shaders with a certain complexity implemented through Shader Graph and demoed these effects nicely. | The project contains at least 3 shaders implemented through Shader Graph, but lacks complexity. The effects are demoed nicely. | | The shaders and demo does not meet requirements. | 3 |
| Implementation | | Implementation is efficient and nicely done | Implementation is sufficient | | The implementation isn’t sufficient | 3 |
| Comments: | | | | | **Points:** | 6 |
| **Verdict:** | **PAss** |

**Assessment form: Effects & Shader Platinum 1 – Coding a Vertex & Fragment Shader**

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| **Student:** | Michael Scholten | | **Assessor:** | | Mathijs Koning | |
| **Date:** | May 3, 2023 | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The effect works | | The shader works, is complex and demoed in a nice way | The shader works, but could improve on complexity or presentation | | The effect doesn’t meet requirements | 3 |
| Implementation | | The implementation is done in an abstract and expendable way. | The implementation is nicely done, but could be improved upon. | | The implementation isn’t sufficient. | 3 |
| Comments: | | | | | **Points:** | 6 |
| **Verdict:** | **PAss** |

**Assessment form: Effects & Shaders 2 – Toon Shader**

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| **Student:** |  | | **Assessor:** | | Mathijs Koning | |
| **Date:** |  | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The effect works | | The Shader works, is demoed in a complex way and doesn’t seem to break | The Shader works, but falls short in complex edge-cases | | The effect doesn’t meet requirements | x |
| Implemenation | | The implementation is done in an abstract and expendable way. | The implemenation is nicely done, but could be improved upon. | | The implementation isn’t sufficient | x |
| Comments: | | | | | **Points:** | x |
| **Verdict:** | **P / F** |