

IN3005: Computer Graphics 2020 marking scheme

Student	
Marker	Dr. Eddie Edwards

Marks available for each section:

Section 1: 15%	Project report and source code
Section 2: 25%	Route and camera
Section 3: 30%	Basic objects, meshes, and lighting
Section 4: 30%	HUD, gameplay, advanced rendering
Section 5: 0%	Audio (optional, unmarked)

	Marking criterion	Mark	Out Of	Comments
Project report and source code	Project report		10%	
	Source code		5%	
Track and camera	Route		15%	
	Camera / viewing		10%	
Basic objects, meshes, lighting	At least two different basic objects		10%	
	At least two different meshes		10%	
	At least one new dynamic light		10%	
HUD, gameplay, and advanced rendering	Head's up display (HUD)		5%	
	Gameplay		5%	
	At least two advanced rendering techniques		20%	
Section 9: Audio (unmarked -- 0%)	Audio to enhance gaming experience		0%	
Plagiarism check			0%	
Total			100%	