# CSC8502 Coursework 1 Tick Sheet 2020

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**Landscape: 6 marks in total [ ]**

* Present / Different means of rendering world geometry: 3 marks [ x]
* Textured with at least one texture map: 3 marks [ x ]

**Lighting Used: 10 marks in total [ ]**

* Ambient lighting: 2 marks [ x ]Diffuse: 2 marks [ x
* Specular: 3 marks [ x
* Bump mapping on at least one object: 3 marks [ ]

**Environment Mapping: 10 marks in total [ ]**

* **Skybox**
  + Present: 2 marks [ x ]
  + Perspective correct: 2 marks [ x ]
  + Follows camera view: 2 marks [ x ]
* **Reflections on an object?**
  + Present: 2 marks [ ]
  + Combined with lighting / extra textures: 2 marks [ x ]

**Camera Movement: 8 marks in total [ ]**

* Position can change automatically
  + Moves to single position: 2 marks [ x ]
  + Moves to multiple positions over time: 2 marks [ x ]
* Orientation can change automatically
  + Moves to single new orientation: 2 marks [ ]
  + Moves to multiple orientations over time: 2 marks [ ]

**Scene Graph Used: 8 marks in total [ ]**

* Objects in a scene graph
  + One object / CubeRobot: 2 marks [ x ]
  + Majority of scene objects or dedicated subscene in graph: 2 marks [ x ]
* Objects sorted for efficiency: 2 marks [ x ]
* Transform matrix hierarchy used effectively: 2 marks [ x ]

**Extra meshes used in scene: 5 marks in total [ ]**

* Additional meshes placed in scene: 2 marks [ x ]
* Significant amount of scene geometry: 3 marks [ ]

**Extra textures used in scene: 5 marks in total [ ]**

* Extra textures loaded for objects: 2 marks [ x ]
* Extra textures combined via shaders: 3 marks [ x ]