# CSC8502 Coursework 2 Tick Sheet 2020

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Marks are indicative of relative difficulty of ‘good’ solution. Non-working but still attempted solutions can still gain marks, and particularly well designed, technically complex solutions can score more.

Effects not listed here can still count towards your mark! Describe them in your submission document so I know where to see them, and what they do.

**Advanced features in Post Processing: 10 marks in total [ ]**

* Blur from tutorial used: 2 marks [ x ]
* Bloom applied to bright areas: 4 marks [ x ]
* Colour grading: 4 marks [ x ]
* Depth of field: 4 marks [ ]

**Advanced features in Lighting: 10 marks in total [ ]**

* Spotlight calculations: 3 marks [ ]
* Direction light: 2 marks [ ]
* Deferred rendering: 3 marks [ x ]
* Multiple lights in forward shading: 3 marks [ x]
* Physically correct attenuation: 2 marks [ ]

**Advanced features in Shadowing: 10 marks in total [ ]**

* Multiple shadow maps: 3 marks [ ]
* Omnidirectional shadow maps: 5 marks [ ]
* Cascaded shadow maps: 5 marks [ ]
* Efficient use of depth range: 2 marks [ ]
* Use of deferred shadows: 4 marks [ ]
* Filtering of shadow calculations: 4 marks [ ]

**Advanced features in Geometry Processing: 10 marks in total [ ]**

* Efficient Particle effects: 5 marks [ ]
* Procedural geometry: 5 marks [ ]
* Advanced draw calls for efficiency: 4 marks [ ]

**Advanced features in Rendering Pipeline: 10 marks in total [ ]**

* Correct rendering of transparent objects: 3 marks [ x ]
* Split screen / top down viewpoint rendering: 4 marks [ ]
* Effective use of extra shader stages: 4 marks [ x ]
* Effective use of advanced buffers: 4 marks [ x ]

**Advanced features in Animations: 10 marks in total [ ]**

* Skeletal animation in scene: 3 marks [ ]
* Skeletal animation supports lighting calculations: 4 marks [ ]
* Interpolation of animation frames: 3 marks [ ]
* Animated geometry via custom vertex shader: 3 marks [ ]

**Advanced features in Special Effects: 10 marks in total [ ]**

* Gamma correct rendering: 3 marks [ ]
* Fragment shader effects: 4 marks [ ]
* High dynamic range: 4 marks [ x ]
* Projective texturing: 4 marks [ ]