

Computer Graphics Assignment 2018/19 Marking Scheme

Part A:

Working implementation of line rotation with suitable GUI menu/widget – **25%**

Display of line – **5%**

Working implementation of view position with suitable GUI menu/widget – **20%**

Working implementation of default position with suitable menu item – **10%**

Code commenting and layout – **15%**

Part B: GPU Shaders for Advanced Visualisation – **25%**