| The Coversheet | |
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| Student Name  (unless anonymised) | Ryan Mills |
| Student Number  (as shown on student ID card): | 220048174 |
| Word Count / Pages / Duration / Other Limits: |  |
| Attempt Number: | 1 |
| Date of Submission: | 14/02/2025 |
| Math Library Repository | https://github.com/Dazzyd70/3D\_Graphics\_Programming/tree/main/3D%20Graphics |
| Lines Polygons Repository | https://github.com/Dazzyd70/3D\_Graphics\_Programming/tree/main/3D%20Graphics |
| Renderer Repository | https://github.com/Dazzyd70/3D\_Graphics\_Programming/tree/main/3D%20Graphics |
| Video Demos Uploaded | Tick to confirm |

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| I have read and understood the [Academic Misconduct statement](https://blog.yorksj.ac.uk/assessment/coversheet-statements/). | Tick to confirm |
| I have read and understood the [Generative Artificial Intelligence use statement](https://blog.yorksj.ac.uk/assessment/coversheet-statements/). | Tick to confirm |
| I am satisfied that I have met the Learning Outcomes of this assignment  (please check the Assignment Brief if you are unsure) | **​​​** Met |

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| **Self-Assessment** – If there are particular aspects of your assignment on which you would like feedback, please indicate below.  Optional for students |
| ***Suggested prompt questions-***  *How have you developed or progressed your learning in this work?*  *What do you feel is the strongest part of this submission?*  *What feedback would you give yourself?*  *What part(s) of this assignment are you still unsure about?* |
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| Assessor’s Feedback (maybe delivered in line with the submission) | |
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| Were the learning outcomes met? | Yes  If not, what was not met: |
| Assessor’s response to the student’s submission, request for feedback and/or self-assessment (feedback): | |
| What specific actions should the student undertake to progress their learning (feedforward): | |
| Please take this and other feedback to your next academic tutorial to plan your future work. | |

| Marking Criteria |
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| **General Characteristics** | **Pass - 3rd**  (40 - 49) | **2:2**  (50 - 59) | **2:1**  (60 - 69) | **First**  (70 - 84) | **High First**  (85 -100) | **Borderline Fail**  (30 - 39)  **(Credits may be compensated)** | **Fail**  (0 – 29)  **(Credits may not be compensated)** |
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| **Adjectives** | **Satisfactory** | **Good** | **Very Good** | **Excellent** | **Exemplary** | **Not Successful** | **Unsuccessful** |
| **LO1. Understanding of the core of the mathematics of 3D graphics programming** | | | | | |  |  |
| **LO1** | Implements the Maths Library Core Material in a basic way | Implements all of the Maths Library Core Material well. | Goes beyond the Core Material in an appropriate way. (eg a good attempt at a possible extra) | Goes beyond the Core Material in an appropriate way well. (eg a good attempt at multiple possible extras, an excellent approach to a single extra) | Impressive submission that demonstrates an excellent understanding of the mathematics | Implements half of the maths library core material | Implements less than half of the maths library core material |
| **LO2. Understanding of approaches to drawing lines, polygons, 3d shapes** | | | | | |  |  |
| **LO2** | Implements the Lines, Polygons, Objects demo Core Material in a basic way | Implements all of the Lines, Polygons, Objects demo Core Material well. | Goes beyond the Core Material in an appropriate way. (eg a good attempt at a possible extra) | Goes beyond the Core Material in an appropriate way well. (eg a good attempt at multiple possible extras, an excellent approach to a single extra) | Impressive submission that demonstrates an excellent understanding of the mathematics | Implements half of the Lines, Polygons, Objects demo core material | Implements less than half of the Lines, Polygons, Objects demo core material |
| **LO3. Understanding of rendering concepts and approaches** | | | | | |  |  |
| **LO3** | Implements the Renderer demo Core Material in a basic way | Implements all of the Renderer demo Core Material well. | Goes beyond the Core Material in an appropriate way. (eg a good attempt at a possible extra) | Goes beyond the Core Material in an appropriate way well. (eg a good attempt at multiple possible extras, an excellent approach to a single extra) | Impressive submission that demonstrates an excellent understanding of the mathematics | Implements half of the Renderer demo core material | Implements less than half of the Renderer demo core material |