**IGB283 Assignment 1 Check List**

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Student 1 ID: N11957557

Student 2 Name: Alex O'Donnell

Student 2 ID: N12015148

Please complete this check list by deleting the options that are not suitable for you.

At the bottom of this check list, please provide your own assessment on how many marks you expect to receive for this assignment according to the brief marking criteria listed.

|  |  |
| --- | --- |
| **Written report**  **(overall criteria)** | **Yes/No** |
| Task 1 – Student 1 |  |
| 1.1a Report for Completion of specified tasks with evidence for Workshops 2-5  **(2 output images per coding activity are sufficient)** |  |
| * 1. Worshop2\_1 – Draw a 3D Spiral | **Yes** |
| * 1. Worshop2\_2 – Draw a 2D Water Wave | **Yes** |
| * 1. Workshop3\_1 – Find the Normal and Equation of a plane given three points (handing writing/drawing is fine) | **Yes** |
| * 1. Workshop3\_2 – Draw a Triangle | **Yes** |
| * 1. Workshop3\_3 – Colour a sphere using the dot product of eye vector and normal | **Yes** |
| * 1. Workshop3\_4 – backface culling | **Yes** |
| * 1. Workshop4\_1 – Matrix operations (handing writing/drawing is fine) | **Yes** |
| * 1. Workshop4\_2 – matrix coding | **Yes** |
| * 1. Workshop4\_3 – Change object colours and drag them when clicked | **Yes** |
| * 1. Workshop5\_1 – Rotate a triangle | **Yes** |
| * 1. Workshop5\_2 – Model a clock | **Yes** |
| Task 1 – Student 2 |  |
| 1.1a Report for Completion of specified tasks with evidence for Workshops 2-5  **(2 output images per coding activity are sufficient)** |  |
| 1. Worshop2\_1 – Draw a 3D Spiral | **Yes** |
| 1. Worshop2\_2 – Draw a 2D Water Wave | **Yes** |
| 1. Workshop3\_1 – Find the Normal and Equation of a plane given three points (handing writing/drawing is fine) | **Yes** |
| 1. Workshop3\_2 – Draw a Triangle | **Yes** |
| 1. Workshop3\_3 – Colour a sphere using the dot product of eye vector and normal | **Yes** |
| 1. Workshop3\_4 – backface culling | **Yes** |
| 1. Workshop4\_1 – Matrix operations (handing writing/drawing is fine) | **Yes** |
| 1. Workshop4\_2 – matrix coding | **Yes** |
| 1. Workshop4\_3 – Change object colours and drag them when clicked | **Yes** |
| 1. Workshop5\_1 – Rotate a triangle | **Yes** |
| 1. Workshop5\_2 – Model a clock | **Yes** |
| **(0.5 marks per activity)** |  |
| Other tasks (both students) |  |
| 1.1b Statement of completeness  **(2 marks)** | **Yes** |
| 1.1c A short demo video for the major project  **(3 marks)** | **Yes** |
| **Programming**  **(overall criteria)** |  |
| Task 1 – Student 1 |  |
| Completion of specified tasks for Workshops 2-5 (**code in folders**)  (0.5 mark per question, totalling **5 marks**) |  |
|  |  |
| 1. Worshop2\_1 – Draw a 3D Spiral | **Yes** |
| 1. Worshop2\_2 – Draw a 2D Water Wave | **Yes** |
| 1. Workshop3\_1 – Find the Normal and Equation of a plane given three points (handing writing/drawing/coding is fine) | **Yes** |
| 1. Workshop3\_2 – Draw a Triangle | **Yes** |
| 1. Workshop3\_3 – Colour a sphere using the dot product of eye vector and normal | **Yes** |
| 1. Workshop3\_4 – backface culling | **Yes** |
| 1. Workshop4\_1 – Matrix operations (handing writing/drawing is fine) | **Yes** |
| 1. Workshop4\_2 – Matrix coding activity | **Yes** |
| 1. Workshop4\_3 – Change object colours and drag them when clicked | **Yes** |
| 1. Workshop5\_1 – Rotate a triangle | **Yes** |
| 1. Workshop5\_2 – Model a clock | **Yes** |
| Task 1 – Student 2 |  |
| Completion of specified tasks for Workshops 2-5 (**code in folders**)  (0.5 mark per question, totalling **5 marks**) |  |
|  |  |
| 1. Worshop2\_1 – Draw a 3D Spiral | **Yes** |
| 1. Worshop2\_2 – Draw a 2D Water Wave | **Yes** |
| 1. Workshop3\_1 – Find the Normal and Equation of a plane given three points (handing writing/drawing/coding is fine) | **Yes** |
| 1. Workshop3\_2 – Draw a Triangle | **Yes** |
| 1. Workshop3\_3 – Colour a sphere using the dot product of eye vector and normal | **Yes** |
| 1. Workshop3\_4 – backface culling | **Yes** |
| 1. Workshop4\_1 – Matrix operations (handing writing/drawing is fine) | **Yes** |
| 1. Workshop4\_2 – Matrix coding activity | **Yes** |
| 1. Workshop4\_3 – Change object colours and drag them when clicked | **Yes** |
| 1. Workshop5\_1 – Rotate a triangle | **Yes** |
| 1. Workshop5\_2 – Model a clock | **Yes** |
| Task 2 (both students this point forward) |  |
| 2.2 Create graphical object and save to memory  **(7 marks)** | **Yes** |
| 2.3 display the object(s)  **(7 marks)** | **Yes** |
| 2.4 implements your own IGB283Transform that contains the typical transformation functions such as translation, rotation, and scaling  **(7 marks)** | **Yes** |
| 2.5 continually rotates the object and translates from side to side between two points by calling your own IGB283Transform functions  **(7 marks + 7 marks)** | **Yes** |
|  |  |
| Task 3 |  |
|  |  |
| 3.1 duplicate your spinning and bouncing object so that two are spinning and bouncing at different rates  **(4 marks)** | **Yes** |
| 3.2  Add four small 2D objects, one at each location where your objects bounce  **(4 marks)** | **Yes** |
| 3.3 objects change colours depending on their position between the two bounce points  **(4 marks)** | **Yes** |
| 3.4 objects change sizes depending on their position between the two bounce points  **(3 marks)** | **Yes** |
| Task4 |  |
|  |  |
| 4.1  Bouncing objects dragged vertically  **(5 marks)** | **Yes** |
| 4.2 Changing the speed of the moving objects  **(5 marks)** | **Yes** |
| Task 5 |  |
| 5.2 Implement pseudo-cross product function  **(3 marks)** | **Yes** |
| 5.3 Implement Functions to display front/back faces  **(4 marks)** | **Yes** |
| 5.4 implement show/hide control for mesh inspection  **(3 marks)** | **Yes** |
|  |  |
| Task 6 |  |
| 6.1 Briefly describe your story  **(2 marks)** | **Yes** |
| 6.2  Describe an additional feature and argue for it’s inclusion in your Statement of Completion.  **(5 marks)** | **Yes** |
| 6.3.  Implement your feature.  **(8 marks)** | **Yes** |
|  |  |
| **Student 1 - Overall how many marks you expect to receive for IGB283 Assignment1?** | **100/100** |
| **Student 2 - Overall how many marks you expect to receive for IGB283 Assignment1?** | **100/100** |