

HW1 規範

1. 死線在 4/21 23:59
2. 請不要抄襲。
3. 作業請交 zip 檔，請將下列放入名稱為 [student_ID]_hw1 (ex:R10922131_hw1) 的資料夾內壓縮，並確認解壓縮時能出現 [student_ID]_hw1 的資料夾：
 0. Code
 1. Models，音檔，任何你會用到的檔案
 2. 一份 README.txt (大致說明要怎麼跑你們的 code)
4. 評分標準：
 - Baseline(含以下): A-
 - Baseline + 兩個 bonus: A
 - Baseline + 三個 bonus: A+
 - 一個 baseline 要求沒有達到 (ex. 只有實作兩種 shading) 降一等第

Baseline:

- 三個 model 在同個畫面
- 三種基本 shading
- 四種基本的 transformation
- 三個不同方向位置的光源

Bonus:

1. 其他種 shading 的方法
2. UI 介面: 可調整 model 的各項數值的 bars、按鈕等。
3. Extra models: 除了作業包本身提供的 models，自己額外做的，且網路上無法找到相同的檔案內容。
4. Animation: 有意義的運動(ex. 跳舞)，且非只有基本 transformations 的組合。
5. Light source: 任何與點光源形式不同的光源。
6. Clipping: 實做上課教學或其他 clipping 演算法。
7. Ray tracing
8. Any other technique: 做的東西不能太簡單，如果你有疑問關於 XXX 是否能當 bonus 請寄信給其中一位助教。

Rules of HW1

1. Deadline is at 4/21 23:59
2. PLAGIARISM IS NOT ALLOWED
3. Please upload your homework as a zip file. You should create a folder named [student_ID]_hw1 (ex:R10922131_hw1) and put the following files into it and zip it. Make sure that the [student_ID]_hw1 folder will appear after unzipping:
 0. Your code
 1. Models , audio sources, whatever files you use
 2. A README.txt explaining roughly how to run your code
4. Grading standard:
 - Baseline: A-
 - Baseline + 2 bonus points: A
 - Baseline + 3 bonus points: A+
 - 1 downgrading for 1 unsatisfied baseline requirements. Ex., If one has accomplished all requirements except only implementing two shading methods, he or she will have a score of B+.

Baseline:

- Three models shown in one scene.
- Three basic shading methods.
- Four basic transformation methods.
- Three light sources from different positions and directions.

Bonus:

1. Other shading methods
2. UI: bars, buttons, ... for transforming (rotating, translating, ...) the models
3. Extra models: model file(s) made by yourself which cannot be found on the internet.
4. Animation: meaningful movements (ex. a human body model is “dancing”); cannot be only combinations of the four transformations.
5. Light source: other kinds of sources of light different from a point source of light.
6. Clipping: implementing the clipping methods that can be referenced in the course materials or on the internet.
7. Ray tracing
8. Any other technique (things that are not that simple; if you have questions like “can XXX be a bonus point” please email one of the TAs).