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：
   1. Code
   2. Models，音檔，任何你會用到的檔案
   3. 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:
   1. Your code
   2. Models，audio sources, whatever files you use
   3. 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).