COMP3015 Coursework 1 Rubrics

Criteria	Marks
To not fail	
Software compiles	10
Shader code explanation clear	10
basic scene set - just plain background, not including plane/skybox	10
At least one model set and must be custom model	10
NO PLAGIARISM	
40-50 range	
All the above satisfied PLUS	
1 basic vertex shader lighting technique	2
1 basic texture 2d sampled	2
Basic scene setting using plane	2
Vague video explanations (based on my discretion)	2
Coding portions work but are messy (based on my discretion)	2
50-60 range	
ALL THE ABOVE SATISFIED PLUS	
Uses advanced lighting technique PLUS one other sub-techniques	2
At least 1 texture technique using 2Dsampler PLUS some other sub techniques	2
Skybox scene setting	2
Video explanation mediocre (based on my discretion)	2
Coding portions tidy but without inline documentation (based on my discretion)	2
60-70 range	
ALL THE ABOVE SATISFIED PLUS	
More than 1 model.	2
More than 1 light source.	2
1 or 2 ideas from later chapters - image processing, geometry, noise, shadows, PBR (1 point each)	2
Video explanation very clear (based on my discretion)	2
Coding portions internally documented with a proper git showcase (based on my discretion)	2
70-80 range	
ALL THE ABOVE SATISFIED PLUS	
Dynamic change of projection techniques - control scene/model view with keyboard mouse OR	4
Dynamic change of projection techniques - rotation light/animation that makes sense	
Creativity - combination of nice scenes and model that's aesthetically pleasing	6
80 and above	
ALL THE ABOVE SATISFIED PLUS	
Advanced CG optimization techniques (can implement ideas from papers of cutting edge research from last 5 years)	10
Advanced CG research ideas implemented (can implement ideas from papers of cutting edge research from last 5 years)	10

List of Lighting Techniques
Basic - Flat/Gourand/Diffuse
Advanced - Phong/BlinnPhong

List of lighting subtechniques
Fog
Toon shading
Multiple light
Spotlight

List of texturing subtechniques
Multi texture
Alpha map discard
Normal map
Projecting on texture
Rendering on texture

Scene setting
Basic: plane
Advanced: skybox

IMPORTANT THINGS TO NOTE!

1) You can reuse and continue to work on your projects from COMP3016 BUT whatever you have done previously will not be counted, e.g. if you already had a shaded and textured model in COMP3016, you will need to include A NEW shaded and textured model IN ADDITION to what you have to pass COMP3015. IMHO it would be easier to start a new scene and continue deploying it on CW2. ALSO, FYI SWEN GAVE ME ACCESS TO YOUR PAST SUBMISSIONS SO I CAN CHECK - don't try your luck.
2) YOU MUST USE THE TEMPLATE PROVIDED IN LAB1. The work will then be how to combine ideas from code snippets to render something original within the context of the template framework. That will be your original work effort.
3) You may use additional material from the topics as per the 60-70 range, but it will only be considered if you satisfy the requirements of the ranges before it.
4) No two individuals can share the same model/scene. Please find something distinct. You may want to check with me during the lab if anyone is doing what you are doing, I will apply FCFS principles and will have a log for those who have. Those who do not may fail CW1 automatically if found to be duplicate: SO PLEASE CHECK.
5) Your code must work out of the box when I extract it to my machine. Dependencies should be placed in C:\Dependencies as per lab requirements
6) If you used specific algorithms from somewhere else (not from this module's features), cite the source inline in your code where you applied it and present it your video and report.
7) I will accept a video can be below 5minutes, contrary to the coursework specifications on the DLE (that's the small thing I'm changing), but if it goes up to 10 minutes, I won't penalize either. I will only penalize more than 10 minutes to be consistent with the spec sheet.