COMP3011 Computer Graphics

Spring 2024

Assessment 3

Marking Scheme

Note the highlighted technical requirements apply to each of the 2 object types described.

COMPONENT	WEIGHT
Report	1%
Tidy Code	1%
Demo	1%
TR1 – General 3D Graphics Programming	20%
TR2 – 3D Modelling	20%
TR3 – 3D Transformations	3%
TR3 – Animation	3%
TR4 – Cameras	3%
TR5 – Textures	2%
TR6 – Lighting	4%
TR7 – Shadow	5%
TR8 – An interactive object	1%
TR9 – Curves	3%
TR10 – Transparency	3%
R&D	30%
TOTAL	**100%**

You <u>will</u> be awarded marks for using your implementations from the lab exercises.
You <u>can</u> receive more marks if you implement an idea from the lectures which is not in the lab exercises.

You will be penalised for the following:
1. If your program requires any changes to make it run.
2. If your program crashes.
3. If you use any API not provided during the course or programmed yourself.
4. If there are any apparent visual errors in the rendered image.
5. If your program obviously does not use concepts described in the course, e.g. algorithms, unless you adequately justify using a different algorithm. For example, you may use an algorithm for curves which is different to Bezier curves, which is fine if you justify it.
6. If your program has a bad framerate.
7. If your program requires more than 60 seconds to load.
8. If you submit a report sheet with your own formatting.