Self Assessment OpenGL Assignment ILIJA KRSTIC

Step 1 – An Empty Window		
Code submitted compiles without errors	4	4
Correctly set the clear colour	2	2
Correctly clear the depth and colour buffers	2	2
Correctly enable back-face culling	2	2
Step 2 – A Red Triangle		
Correctly pass vertex positions to OpenGL	5	5
Correctly issue draw commands in Triangle	2	2
Implement SimpleShader.vert to pass positions through	2	2
Implement SimpleShader.frag to set fragment colours red	3	3
Step 3 – Vertex Colours		
Correctly pass vertex colours of the Triangle to OpenGL	3	3
Correctly read colours in VertexColour.vert and pass to fragment shader	5	5
Correctly use vertex colours in fragment shader	4	4
Step 4 – Implement Box		
Correctly pass vertex positions, normals, and colour to OpenGL	4	4
Correctly issue draw commands for Box	3	3
Step 5 –View Transformation		
Generate projection matrix from scene	2	2
Generate view matrix from scene	2	2
Correctly pass matrices to shader as uniform variables	2	2
Correctly transform vertex positions using matrix	3	3
Correctly implement reshape to recalculate the projection	2	2

Step 6 – Model Transformation	4	0
Toon Shading	8	0
Textures	4	0
Basic Lighting	9	0
SELF ASSESSMENT		
CONPULSORY – Provide a self assessment (complete this table and provide as an additional word file)	5	5
GIT – commit at each step	5	5

Bonus Marks		
Specular Lighting	5	0
Multiple Lights	12	0
Shadow Mapping	10	0
3D Models	15	0
Anti-aliasing	3	0
Texturing	16	0
Additional Shapes	12	0
Interaction	8	0
Scene	4	0