Student Number: 100610788

Please complete this checklist and include it in the zip file with your submission. If you have completely implemented a feature, then you can just state ‘Complete’. If there are known issues with the implementation of a feature, please provide details.

**Basic Requirements**

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| --- | --- |
| **Requirement** | **Level of Implementation/Details** |
| Submission contains ‘Standalone’ and ‘Source’ folders | Complete |
| Standalone demonstration runs on a computer in the labs | Complete |
| Solution builds without any errors or compiler warnings | Complete |
| Implementation Log provided with submission | Complete |
| Code displays a 3D wireframe model from a .MD2 file | Complete |
| Code implements back face culling | Complete |
| Code implements polygon sorting | Complete |
| Code implements flat shading using GDI calls | Complete |
| Code implements ambient lighting |  |
| Code implements directional lighting source showing diffuse lighting | Complete |
| Model can be rotated around X, Y and Z axes, scaled and translated in world space. | Complete |

**Additional Features**

|  |  |
| --- | --- |
| **Feature** | **Level of Implementation/Details** |
| Implementation of point lighting source showing diffuse lighting | Complete |
| Implementation of Gouraud shading |  |
| Implementation of specular lighting for directional and point light sources | Complete |
| Implementation of spot lights |  |
| Implementation of texturing |  |
| Implementation of texturing adjusted for perspective transformation |  |

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| --- | --- |
| **List any other features implemented** | **Details** |
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