**Assignment Self Evaluation Sheet**

**Mathematics for Computer Graphics Assignment 2**

**Student’s Name**:

*This self-evaluation sheet is marked only on completeness (i.e. please be honest!). The purpose is to help you reflect on your performance and to help identify features of your work.*

|  |  |  |
| --- | --- | --- |
|  | **Yes** | **No** |
| Did I complete the minimum requirements for the assignment? | ✔ |  |
| Did I add any extensions (i.e. more advanced features) to the assignment? | ✔ |  |
| Did I read up on the subject beyond lecture / lab contact? | ✔ |  |
| Did I spend enough time on the assignment? | ✔ |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Very happy | Satisfied | Disappointed | Ashamed |
| How happy am I with what I submitted? | ✔ |  |  |  |

|  |  |
| --- | --- |
| References for sources and tutorials I used: |  |
| Main features of my project: | The main features in my assignment come in the form of a ray tracer and a rasterizer. Using these 2 implemented methods I have been able to illustrate primitives, Bezier curves, 3d textured models, scenes, lighting and a few fractals. |
| The best part of my performance was: | I have been able to roughly implement a rasterizer with texturing and interpolation which allows for realistic models to be rendered. I feel like this was a huge achievement and by far the most rewarding part of the assignment. |
| The worst part of my performance was: |  |
| One way in which I could improve my submission is: |  |
| One thing I will do to improve my next submission is: |  |

**Report Template**

*Total word count for this report is 750 words, ± 10%. Please feel free to include diagrams or images if you wish. Guides for each section are given below in red. Please delete all the text in red before you submit your report.*

**Introduction**

*Just a sentence or two to introduce your report.*

**Previous Work**

*About 500 words.*

*Your task was to draw a variety of primitive shapes using a library where you can draw just one pixel at a time. These are relatively common tasks within computer graphics, so how have other people tackled these problems? Try to find some common approaches, briefly describe and critically analyse them: can you identify strengths, weaknesses or limitations in their approach? Can you compare and contrast them? Try to look at the actual maths and algorithms involved.*

*Try to look at academic publications from journals and conferences, rather than non-peer-reviewed sources (like Wikipedia or blog posts).*

*Even if you didn’t manage to achieve what you wanted with your program, this is your opportunity to investigate an interesting area of computer graphics. This academic writing approach is also an early preparation for your final-year dissertation, where you’ll have to write a full literature review (which is like this but much longer).*

**Analysis**

*About 250 words.*

*Briefly analyse your own work. What are its strengths and weaknesses? How does it compare with what you found in the literature? What could you have done better and why?*

**References**

*Put your correctly formatted references here. Please refer to the BU referencing guide for formatting details:* [*http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style*](http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style)

*This section does not count towards your word count*