CS 250 Lab-4: Rubrics (Check completed rubrics)

Name (Please PRINT): Cody Morgan

✓ 1: Your submission (**`pbo.h`** and **`pbo.cpp`**) compiles, links, and executes in Release mode using the conventions established in the specs. If the submission doesn't compile, or link or execute, grade is 0 points.

✓ 2: Submission rasterizes filled triangle meshes with the following caveats (check completed rubrics): [100 points]

✓ a) Triangles must be rasterized using the edge equation algorithm discussed in class lectures. Scan conversion algorithms such as the edge-walking algorithm will not be accepted.

✓ b) Fragment (x, y) is rasterized using point sampling of fragment center $(x + 0.5, y + 0.5)$.

✓ c) Top-left tie-breaking rule must be implemented.

✓ d) Back-facing triangles must be culled.

✓ e) Triangles must be flat shaded using a randomly chosen color. Flat shading in this context means all interior fragments are rendered with the same color. In other words, your images must look like images generated by the sample.

Time taken to complete the assignment: 1 **(hours)**

Was this assignment useful or not useful (circle one)? Any comments that will make this assignments more interesting and useful?

DECLARATION:

I have read the statements regarding plagiarism in both the CS 250 course handout and DigiPen student handbook. I affirm with my signature that this is my own solution and the submitted source code represents my own work.

Signature: ____