

Rubric Detail



A rubric lists grading criteria that instructors use to evaluate student work. Your instructor linked a rubric to this item and made it available to you. Select **Grid View** or **List View** to change the rubric's layout.




Name: **Assignment 6**

Exit

Grid View

List View

	Unacceptable	Fair	Good	Perfect
Texture mapping	<div>0 (0.00%) No texture mapping code and no textures in output</div>	<div>10 (10.00%) Texture shows up correctly in one object but not the other OR texture code is present but nothing on screen</div>	<div>20 (20.00%) Texture code is present, textures are present on both box and sphere but at least one does not match opengl</div>	<div> 25 (25.00%) Textures show up correctly on box and sphere and matches opengl</div>
Shadows	<div>0 (0.00%) No shadow code and no shadows in output</div>	<div>10 (10.00%) Shadow code is present but no</div>	<div> 20 (20.00%) Shadow for light</div>	<div>25 (25.00%) Shadows appear correctly for multiple</div>

	Unacceptable	shadows in output, OR shadows are correct but noisy (10-15)	Good between box and sphere are incorrect, but other shadows are correct Feedback: the code does not check if the point of intersection of shadow ray is before the light.	lights Perfect
Reflection output	0 (0.00%) No reflection code, no reflections in output	10 (10.00%) Reflection code is there and appears correct, but no or wrong output (10-15)	20 (20.00%) Reflection is seen, but is partly correct	 25 (25.00%) Reflection appears correctly on sphere
Reflection bouncing	0 (0.00%) Nothing done to prevent infinite bouncing	0 (0.00%)	0 (0.00%)	 10 (10.00%) Infinite bouncing is prevented with a suitable parameter
Screenshots	0 (0.00%) No screen shots are provided	0 (0.00%)	10 (10.00%) Screenshots show effects that are less or	 15 (15.00%) Screenshots

Unacceptable

Fair

more than what is
Good fully implemented.

provided that
Perfect show all
implemented
features

The rubric total value of 95.00 has been overridden with a value of 103.00 out of 100.

Feedback to Learner

+8 refraction (you have hardcoded the refractive index of glass instead of using the material)

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