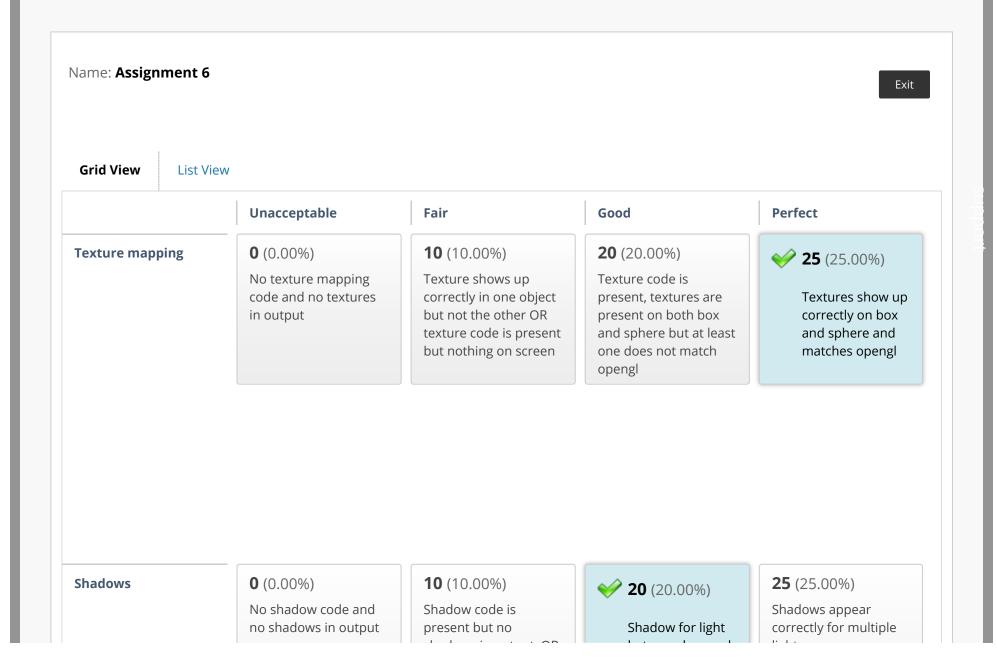
## **Rubric Detail**

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.



	intersection of shadow ray is before the light.	
No reflection code, no Reflection code is	<b>20</b> (20.00%)  Reflection is seen, but is partly correct	<b>25</b> (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

	Unacceptable	Fair	more than what is	provided that  Perfection all  implemented  features
The rubric total value of	f 95.00 has been overridde	n with a value of 10.	3.00 out of 100.	
+8 refraction (you have h	nardcoded the refractive ind	lex of glass instead of	using the material)	
- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1		5. 8.55551564 GI		
Name: <b>Assignment 6</b>				Exit