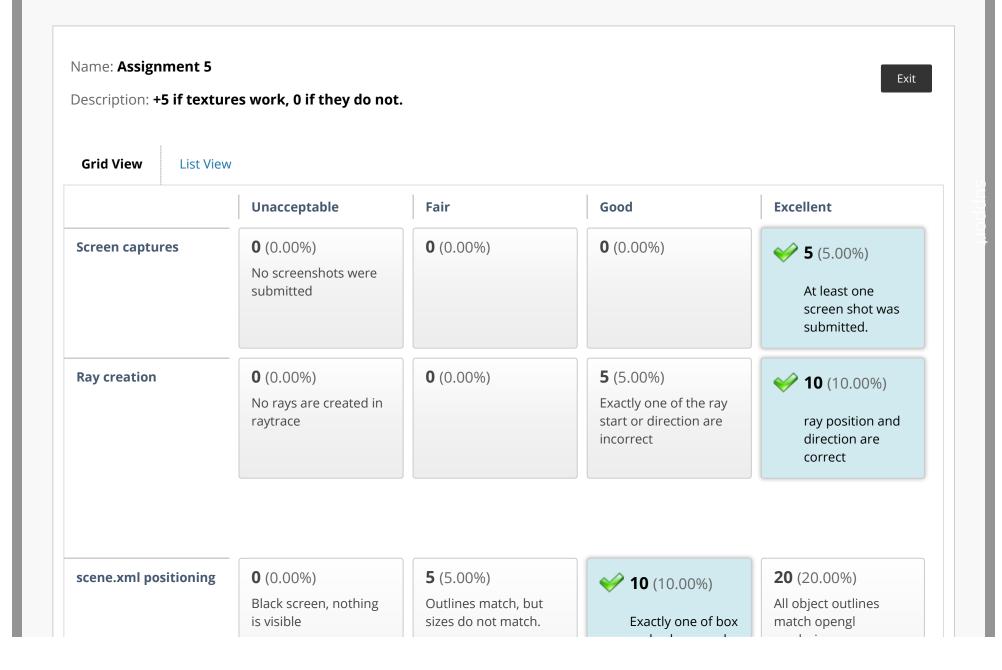
Rubric Detail

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.



	Unacceptable	Fair	and sphere works Gooc perfectly.	rendering Excellent
	•		Feedback: -3 The group node selects the t value incorrectly, the correct ray is not used in the intersection math in both sphere and box	
scene.xml ambient	0 (0.00%) No lighting visible, no code for shading	2 (2.00%) Code for ambient lighting looks correct but cannot verify picture visually	0 (0.00%)	5 (5.00%) Ambient works correctly
Normal calculations	0 (0.00%) Normals are	♦ 5 (5.00%)	10 (10.00%) Normals are correctly	15 (15.00%) Normals are correctly

for both box and correctly objects, but transformed for both three beate Fair calculated for **Goos**formed **Excedient** transformations) exactly one but incorrectly not both. (before transformations) Feedback: normal for box is incorrect (using threshold of 1 for precision is too big), for sphere the normal you are using for transformation has w=1 **10** (10.00%) 0 (0.00%) **5** (5.00%) **15** (15.00%) No lighting visible, no Diffuse looks wrong for N.L is not clamped at 0 code for shading both box and sphere, Diffuse works correctly and correcting normal transformation does matches opengl. not make it correct.

scene.xml specular

scene.xml diffuse

0 (0.00%)

No lighting visible, no code for shading



5 (5.00%)

Specular highlight

10 (10.00%)

R.V is not clamped at 0, or N.L>0 not checked

15 (15.00%)

Specular highlight is seen in correct

	Unacceptable	Fair both box and sphere, correcting normal transformation does not make it correct. Feedback: vector V is calculated incorrectly. You are using intersectP to calculate V but its w=1	Greed lar	position and size. Excellent
Spotlights	0 (0.00%) Spotlights do not work	0 (0.00%)	0 (0.00%)	Spot lights work, raytraced result matches opengl Feedback: could not verify
Final color clamping	0 (0.00%) Final color is not clamped at (255,255,255) before writing to image	0 (0.00%)	0 (0.00%)	Final color is clamped to (255,255,255) before writing to image (either just before writing it, or in shade).

The rubric total value of 70.00 has been overridden with a value of 67.00 out of 100.

Name: Assignment 5

Description:+5 if textures work, 0 if they do not.