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 5**

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

Exit

Grid View List View

	Unacceptable	Fair	Good	Excellent
Screen captures	**0** (0.00%) No screenshots were submitted	**0** (0.00%)	**0** (0.00%)	✅ **5** (5.00%) At least one screen shot was submitted.
Ray creation	**0** (0.00%) No rays are created in raytrace	**0** (0.00%)	**5** (5.00%) Exactly one of the ray start or direction are incorrect	✅ **10** (10.00%) ray position and direction are correct
scene.xml positioning	**0** (0.00%) Black screen, nothing is visible	**5** (5.00%) Outlines match, but sizes do not match.	✅ **10** (10.00%) Exactly one of box	**20** (20.00%) All object outlines match opengl

	Unacceptable	Fair	Good	Excellent
			and sphere works perfectly. **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	rendering
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 incorrectly calculated	✅ **5** (5.00%) Normals are	**10** (10.00%) Normals are correctly calculated for both	**15** (15.00%) Normals are correctly calculated and

Fair correctly
calculated for
exactly one but
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

objects, but
Good transformed
incorrectly

transformed for both
Excellent objects.

scene.xml diffuse	**0** (0.00%)	**5** (5.00%)	**10** (10.00%)	✅ **15** (15.00%)
	No lighting visible, no code for shading	Diffuse looks wrong for both box and sphere, correcting normal transformation does not make it correct.	N.L is not clamped at 0	Diffuse works correctly and matches opengl.

scene.xml specular	**0** (0.00%)	✅ **5** (5.00%)	**10** (10.00%)	**15** (15.00%)
	No lighting visible, no code for shading	Specular highlight	R.V is not clamped at 0, or N.L>0 not checked	Specular highlight is seen in correct

	Unacceptable	Fair	Good	Excellent
		is incorrect for 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	before computing specular	position and size.
Spotlights	0 (0.00%) Spotlights do not work	0 (0.00%)	0 (0.00%)	✔ **10** (10.00%) 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%)	✔ **5** (5.00%) 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.**

Exit