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 4 rubric**

Exit

Grid View   List View

	Unacceptable	Fair	Good	Perfect
Lighting in scene graph	**0** (0.00%) No lights are seen in the scene	**8** (8.00%) Light effects are correct, but no support for moving lights (lights are not transformed correctly)	**10** (10.00%) Light effects are visible, but either material appearance or light effects are incorrect	✔ **15** (15.00%) Lights have correct effect in the scene graph, materials show correctly
Lighting design	**0** (0.00%) The scene graph has all the lighting code,	**0** (0.00%)	**0** (0.00%)	✔ **5** (5.00%) Only the renderer has

	Unacceptable	Fair	Good	Perfect
	making the scene graph too specific			code to send light and material data to shader **Feedback:** -2 in GL3ScenegraphRenderer::draw, the lights should be set before drawing the scenegraph
Spot lights	**0** (0.00%) No support for spotlights in shader	**3** (3.00%) Scene graph file has spot lights, but nothing is seen on screen	**6** (6.00%) Either spot angle or spot direction are off	✔ **10** (10.00%) Spot lights correctly implemented in shader, effects can be seen in scene
Texture mapping	**5** (5.00%) No texture mapping code present	**10** (10.00%) Texture code is present, but is not visible in scene	**16** (16.00%) All objects must be textured (ie. white texture is not selected by default for nontextured objects in file)	✔ **20** (20.00%) Textures are parsed correctly from file, and scene uses textures (including white textures for non-textured objects)
Scene components	**0** (0.00%) Provided scene has no textures, no	**4** (4.00%) Two of (textures, moving light, spot	**6** (6.00%) One of (spot light, textures, moving	✔ **10** (10.00%) Scene has at least two

	Unacceptable	Fair	Good	Perfect
	moving lights and no spotlight	light) are missing	light) is missing	textured objects, at least one stationary and one moving light, at least one spot light
Second animated model	**0** (0.00%) No second model present	**3** (3.00%) Second model is present, but does not animate	**6** (6.00%) Second model has <2 degrees of motion, or is lit using only one color (is mostly just ambient)	✔✔ **10** (10.00%) Second model has two degrees of motion, with materials
Object-stationary camera	**0** (0.00%) No evidence that object stationary camera has been attempted	**8** (8.00%) Object stationary camera moves with object but incorrectly	**10** (10.00%) Object stationary camera moves correctly with objects, keys do not work as specified	✔✔ **15** (15.00%) Object stationary camera moves correctly with object, keys work correctly
Document	**0** (0.00%) No document submitted, document is not in doc/docx/pdf format	**5** (5.00%) 3 of required sections not present OR entire document is one monolithic section	**10** (10.00%) Two of the given requirements not fulfilled	✔✔ **15** (15.00%) Document has 1. title page with one/both names 2. brief story description 3. user manual is appropriately worded 4. description of model is present 5. Partner workload (pairs only) 6. Time estimate

The rubric total value of 100.00 has been overridden with a value of 113.00 out of 100.

Feedback to Learner

+5 video submitted (adding an extra instance of the same model doesn't qualify for extra credit)
+10 keyboard control camera works

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