Student no.	point total	req total	extra total	R1 Texture sampling (1p)	R2 diffuse shading (1p)	R3 D (1p)	R4 G (1p)	R5 Fr (1p)	mod	notes / wtf / ...	World space (2p, 3p if optimized)	Point lights (3p)	Moving lights (1p)	SSS (2p)	Color/position variations (1.5p)	Shadow maps (4p)	Shadowmap SSS (2p)	Envmap (3+p)	other (points)	other (what)
145525	4	4	0	1	1	1		1												
210984	0	0	0																	
218096	8	5	3	1	1	1	1	1			3									
292986	0	0	0																	
351526	0	0	0																	
353692	6.5	4.5	2	1	1	0.5	1	1		R3 small mistakes.					2					
362418	0	0	0																	
424851	0	0	0																	
425575	0	0	0																	
426419	0	0	0																	
427230	0	0	0																	
428925	0	0	0																	
429461	2	2	0	1	1	0	0	0												
431006	0	0	0																	
432788	2.5	2.5	0	1	1	0.5	0	0		R3 points for effort.										
437631	0	0	0																	
474898	5	5	0	1	1	1	1	1												
475389	0	0	0																	
476883	5	5	0	1	1	1	1	1												
478632	0	0	0																	
506041	0	0	0																	
506287	0	0	0																	
520085	1.5	1.5	0	0.5	1	0				R1 code not compiling - points for effort.										
525491	4.5	4.5	0	1	1	0.5	1	1		Your positionVarying is already in camerSpace. As shading is done in camera space, no need for camera pos in calculating V vector. You calculated V vector in world space.										
525750	0	0	0																	
525941	9	5	4	1	1	1	1	1			2				2					
527677	0	0	0																	
530185	0	0	0																	
530648	0	0	0																	
552794	5	5	0	1	1	1	1	1		World space lighting should use the camera position for the V vector etc. Can't find your extra from earlier assignment.	0									
552969	0	0	0																	
565710	0	0	0																	
570116	0	0	0																	
576149	0	0	0																	
577122	0	0	0																	
585240	0	0	0																	
586029	0	0	0																	
586333	0	0	0																	
587549	0	0	0																	
589796	0	0	0																	
589929	5	5	0	1	1	1	1	1												
590743	5	5	0	1	1	1	1	1												
592864	0	0	0																	
592929	0	0	0																	

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595997	4.5	4.5	0	1	1	0.5	1	1		R3: Missing roughness term alpha in D function denominator.										
596174	0	0	0																	
596747	5	5	0	1	1	1	1	1												
596815	0	0	0																	
597322	0	0	0																	
603025	0	0	0																	
604244	0	0	0																	
604312	0	0	0																	
605560	0	0	0																	
605722	5	5	0	1	1	1	1	1												
609265	4	4	0	1	1	1	1	0												
614580	0	0	0																	
618117	0	0	0																	
635187	0	0	0																	
646655	0	0	0																	
646927	5.5	5	0.5	1	1	1	1	1		Moving Lights: Lights move when camera moves. Rotate them in world space.			0.5							
648530	7	5	2	1	1	1	1	1		World space lighting affects the V vector.	1		1							
648653	19	5	14	1	1	1	1	1								4			10	SSS-TSD: 5, bent normal: 5
650227	5	5	0	1	1	1	1	1												
650492	0	0	0																	
652131	5	5	0	1	1	1	1	1												
652144	5	5	0	1	1	1	1	1												
652801	0	0	0																	
653101	0	0	0																	
653460	0	0	0																	
653509	5	5	0	1	1	1	1	1												
653758	0	0	0																	
653897	0	0	0																	
654579	0	0	0																	
655691	0	0	0																	
656470	0	0	0																	
656991	0	0	0																	
665131	5	5	0	1	1	1	1	1												
666253	0	0	0																	
667171	0	0	0																	
672771	0	0	0																	
673987	5	5	0	1	1	1	1	1												
675163	5.5	4.5	1	1	1	0.5	1	1		V vector not normalized.			1							
675765	0	0	0																	
677721	0	0	0																	
689395	6	5	1	1	1	1	1	1					1							
700436	0	0	0																	
705855	2	2	0	1	1	0	0	0												
706003	0	0	0																	
706045	0	0	0																	
706443	0	0	0																	
706595	0	0	0																	
706919	0	0	0																	
707138	7	5	2	1	1	1	1	1		World space lights require other changes too.	1		1							
707277	0	0	0																	
707316	0	0	0																	

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707620	0	0	0																	
708616	5	5	0	1	1	1	1	1												
708988	0	0	0																	
709026	0	0	0																	
709178	5	5	0	1	1	1	1	1												
709903	0	0	0																	
711111	5	5	0	1	1	1	1	1												
711218	9.5	4.5	5	1	1	0.5	1	1		R3 incrementing multiple times to specular vector. Shadowmaps very buggy.			1	2		2				
711263	0	0	0																	
711810	4.5	4.5	0	1	1	0.5	1	1		R3 not checking dot(N,H) < 0.										
712039	0	0	0																	
713601	0	0	0																	
713928	0	0	0																	
714477	0	0	0																	
714574	0	0	0																	
716718	0	0	0																	
716792	0	0	0																	
717377	0	0	0																	
729637	2	2	0	1	1	0	0	0												
730105	3	3	0	1	0.5	0.5	0.5	0.5		Not adding anything to light_contribution. Otherwise very close. Points for the effort.										
730448	5	5	0	1	1	1	1	1												
730969	0	0	0																	
732381	0	0	0																	
763282	2	2	0	1	1															
765662	0	0	0																	
766108	5	5	0	1	1	1	1	1												
768902	0	0	0																	
770084	10	5	5	1	1	1	1	1			2	3								
772040	5	5	0	1	1	1	1	1												
778109	0	0	0																	
779661	0	0	0																	
779959	0	0	0																	
780210	3	3	0	1	1	1	0	0												
780223	5	5	0	1	1	1	1	1												
781468	0	0	0																	
781866	0	0	0																	
782124	0	0	0																	
782182	0	0	0																	
782357	3.5	2	1.5	1	1	0	0	0											1.5	Assignment 5: R4 points.
782700	0.5	0.5	0	0.5	0	0	0	0		R1: Wrong scaling in normals, to convert from [0,1] to [-1,1] you can, e.g., multiply by two then subtract one.										
783288	5	5	0	1	1	1	1	1												
783301	0	0	0																	
783356	0	0	0																	
785707	5	5	0	1	1	1	1	1												
786146	0	0	0																	
786874	0	0	0																	
787226	0	0	0																	

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788254	33	5	28	1	1	1	1	1		Great work!	3	3	1	2		4		5	15	Subsurface scattering using depth maps 2p; Tangent space normal mapping 3p; Terrain rendering on GPU 10p
788539	0	0	0																	
788788	0	0	0																	
789017	0	0	0																	
791610	0	0	0																	
791678	0	0	0																	
793621	0.75	0.75	0	0.75						R1 final normal not correct.										
795658	0	0	0																	
795755	2	2	0	1	1															
818409	0	0	0																	
819754	0	0	0																	
829948	0	0	0																	
831907	0	0	0																	
838191	2	2	0	0.5	1	0.5				R1 normals not loading correctly. R3 small mistakes.										
853723	0	0	0																	
871831	5.5	5	0.5	1	1	1	1	1		Effort points for SSS.				0.5						
882972	0	0	0																	
883353	2	2	0	1	1	0	0	0												
885665	0	0	0																	
887799	4.5	4.5	0	1	1	0.5	1	1		R3, not checking if "cos" is less than 0.										
892179	5	5	0	1	1	1	1	1												
892292	0	0	0																	
892412	5	5	0	1	1	1	1	1												
892690	0	0	0																	
897572	0	0	0																	
897925	5	5	0	1	1	1	1	1												
903929	0	0	0																	
905833	0	0	0																	
906971	0	0	0																	
913498	5	5	0	1	1	1	1	1												
913511	0	0	0																	
913540	0	0	0																	
943413	0	0	0																	
952352	0	0	0																	
963354	0	0	0																	
976260	4.5	4.5	0	1	1	1	0.5	1		R4 You forgfot to implement function G. The component is zero.										
976503	4.75	4.75	0	1	1	1	1	0.75		R5 indices of refraction swapped.										
995212	0	0	0																	
995270	0	0	0																	
995319	5	5	0	1	1	1	1	1												
995762	8	5	3	1	1	1	1	1		Good job!		3								
998743	2	2	0	1	1															
999263	0	0	0																	
1000203	0	0	0																	
1001163	5	5	0	1	1	1	1	1												
1002450	3.75	3.75	0	0.75	1	1	0	1		R1 final normal not correct.										
1002696	5	5	0	1	1	1	1	1												

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1010138	5	5	0	1	1	1	1	1												
1010921	0	0	0																	
1011166	0	0	0																	
1015515	4	4.5	0	0.5	1	1	1	1	-0.5	Converting normals incorrectly from textures. Small problems in shading.										
1031418	2.5	2.5	0	1	1	0.5	0	0		R3 not using mapped normal.										
1034897	0	0	0																	
1034907	5	5	0	1	1	1	1	1												
100063675	0	0	0																	
100065699	0	0	0																	
100077632	0	0	0																	
100080195	0	0	0																	
100082119	0	0	0																	
100083817	0	0	0																	
100084638	0	0	0																	
100085828	0	0	0																	
100087363	0	0	0																	
100088595	5	5	0	1	1	1	1	1												
100088812	0	0	0																	
100090114	3	3	0	1	1	0.5	0.5			R3 no cos smaller than zero check. R4 formula wrong.										
100097625	0	0	0																	
100098349	0	0	0																	
100119587	0	0	0																	
100126376	5	5	0	1	1	1	1	1												
100135985	6.5	5	1.5	1	1	1	1	1		Adding point lights remove the support for directional lights? Also position varying is in camera space. Messes grading of other exercises.		0.5	1							
100153873	0	0	0																	
27028M	0	0	0																	
35564T	8	5	3	1	1	1	1	1				3								
46477D	2	2	0	1	1	0	0	0												
68933B	0	0	0																	
81616N	0	0	0																	
82085F	2	2	0	1	1	0	0	0												
83818L	5	5	0	1	1	1	1	1												
k28342	0	0	0																	
k90993	0	0	0																	