Student number	point total	req total	extra total	R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)		gencyls (3p)	new subdiv schemes (?	camera path	other (points)	other (what)
145525	11		1		2 2	2	2	2	2			1						
210984	0	(0)														
218096	4		. 0)	2 2	2	0	0	0									
292986	0	(0)														
351526	0																	
353692	0																	
362418	0																	
424851	0																	
425575	0																	
426419	4		0)	2 2	2	0	0	0									
427230	12	. 11) 2	2	2 2	2	2	2	2	Boundary handling very close. Only wrong indexing for v1 and v2.		2						
428925	g	, ,	0	,	2 2	,	2	2	1	R5 not quite working.								
420925	8				2 2				0	working.								
431006	0					-	-	-										
432788	20				2 2	2	2	2	2			3 1	3	3				
437631	0													,				
474898	0																	
475389	0																	
476883	14				2 2	2	2	2	2			3						
478632	0																	
506041	0																	
506287	13				2 2				2			2						Vertex coloring based on age 1 p
520085	4		1 0)	2 2	2	0	0	0									
525491	10	11	0 0		2 2	2	2	2	2	R1 and R2 you returned empty curves! No penalty this time.								
525750	0		0)														
525941	4		. 0)	2 2	2												
527677	1.5	1.	5 0	1.	.5 (0	0	0	R1: When building Bézier curve pop_back was not called which causes a control point appearing multiple times in the curve.								
530185	0		0)														
530648	0		0)														
552794	3.5	3.	5 0		2 1.5		0	0	0	R2 you were very close. After the basis conversion you fed the second last control point twice to coreBezier!								
552969	3.5					,				COIEDEZIEI!								
565710	13				2 2)	2	2	2			3						
570116	0					•	_	_	_									
576149	0																	
577122	13				2 2	,	2	2	2			3						
585240	4				2 2				0			-						
586029	0						-	-	-									
586333	10				2 2	,	2	2	2									

Student number	point total	req total	extra total	R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)	surfaces of revolution (3p)		new subdiv schemes (? p)	bezier interp. camera path (4p)	other (points)	other (what)
										Local coordinate frames not continuous.								
587549	19.5				2 2	!	2	2	2	Great job!	:	3 0.5	3	3				
589796	0		0)														
										R2 not entirely correct. R5 not								
589929	8.5	8.8	5 0)	2 1.5	;	2	2	1	quite working.		0						
										R2: Mistake in converting basis and looping control points								
590743	3.5	3.9	5 0		2 1.5	i	0	0	0	-0.5p.								
592864	0		0)														
										You accidentally used v3 positions as v3								
592929	10				2 2		2		2	color in R4.								
595997	9		9 0		2 2		2	2	1									
596174	0																	
596747	0																	
596815	0		0															
597322	10				2 2	!	2	2	2									
603025	0		0															
604244	0		0															
604312	20				2 2		2		2		:	3 1	3	3				
605560	10						2		2									
605722 609265	10		1 0		2 2		2	2	2									
										R3 as you had left all the broken R4 and R5 parts, grading R3 was somewhat taxing (-0.5). R4 and R5 attempted 0.5								
614580	6.5				2 2			.5 0.		5 points for each.								
618117	10				2 2	!	2	2	2									
635187	0		0		-													
646655	2		2 0		2					Bezier curve non continuous between segments. Due to incrementing t before calculation in								
646927	3.5				.5 2		0		0	coreBezier.								
648530	6		3 0)	2 2	!	2	0	0									
648653	27.5	11) 17.5	5	2 2		2	2	2	Gencyls discontinuity in weirder. Good job!		1	3	2.5				marching cubes: 5, curvature viz: 3, curve editor with only dragging: 3
650227	27.5				2 2		0		0	Jobs		<u>'</u>	3	2.5			- "	urayying. 3
										Boundary handling extra: the positions of old vertices not		_						
650492	11.5				2 2		2		2	correct.	1.	9						
652131	8		4 0 3 0		2 2 2		2		0									

Student number 652801	point total	req total	extra total	R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)	surfaces of revolution (3p)		new subdiv schemes (? p)	bezier interp. camera path (4p)	other (points)	other (what)
052801	0		0 0	,						Coordinate								
										frames not continuous over								adaptive
653101	26.5		0 16.5		2 2	2	2	2	2	the curve.		3 0.5	3	3		3	4	stepsize 4;
653460	0		0 0															
653509	10		0 0		2 2				2									
653758	11	1	0 1		2 2	2	2	2	2									VCS:1
										Local coordinate frames not								
653897	8.5		8 0.5		2 2				0	continuous.		0.5	5					
654579	10		0 0		2 2				2									
655691	4		4 0		2 2	2	0	0	0	0								
656470	0		0 0)														
656991	9		9 0)	2 2		2	2	1	R5 incorrectly handling some old vertices.								
665131	0		0 0		-		-	-		old folloop.								
666253	15		0 5		2 2		2	2	2			3						Version control 1p; Vertex coloring based on age 1p
667171	0		0 0			-			_			3					-	on age ip
672771	7.5				2 1.5	5	2	2	0	R2 some discontinuity.								
																		Vertex coloring
673987	14	1	0 4		2 2	2	2	2	2	Cool colors! :)	:	2 1	1					based on age 1 1p colors: 1,
																		surface colors:
675163	12.5	1	0 2.5	5	2 2	2	2	2	2								2.5	5 1.5
675765	0		0 0															
677721	0		0 0)														
689395	13.5	1	0 3.5		2 2	,	2	2	2	Local coordinate frames not continuous. "Surface of revolution" and "Generalized cylinders" were not implemented in the returned code.		3 0.5						
700436	0		0 0		-	-	-	-	_	0000.		0.0						
705855	9		8 1		2 2	2	2	2	0									VCS:1
										Some small error in positioning new								
706003	7.5				2 2	2	2 1	.5	0	vertices.								
706045	0		0 0															
706443	0		0 0															
706595	8		8 0		2 2	2	2	2	0									
706919	0		0 0															
707138	12	1	0 2	2	2 2	2	2	2	2	Boundary handling rough edges.		1						subdiv vertex 1 coloring 1;
707277	0		0 0)														
707316	9		9 0		2 2		2	2	1	R5 incorrectly handling some old vertices.								
707620	8		8 0		2 2				0	olu vertices.								
	8				2 2				0									
708616 708988	10		0 0		2 2				2									

Student number	point total	req total	extra total	R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)	surfaces of revolution (3p)	gencyls (3p)		bezier interp. camera path (4p)	other (points)	other (what)
709026	7		7	0	2 2	,	1 :	2	0	Problems with indices R3.								
709020	10			0	2 2				2	illuices Ro.								
	6			0	2 2				0									
709903	ь		ь	U	2 2	2	2 (U	U	1								
										Local coordinate frame not								
711111	13.5	1	0 3.	5	2 2	2	2 :	2	2	continuous.		3 0.5)					
714940	16		0		2 2					Gencyls "weirder" discontinuity at the start/end of sweep curve and the profile curve is not closed which can be seen with florus for example. You seem to have mixed dia and len parameters. This may have something to do with the				3 2				
711218	16			6					2	problems.			3	3 2	2			
711263	4			0	2 2				0									
711810	4			0	2 2				0									
712039	8			0	2 2	2	2 :	2	0									
713601	0		0	0														
713928	13	1	0	3	2 2	2	2	2	2			3						
714477	0		0	0														
714574	16.5	. 1	0 6.	5	2 2	2	2	2	2	Local coordinate frames not continuous. Srev normals wrong. 1p for try on gcyl. No need to put your slack message links to README, we have a bot for that. Good job!		3 0.9		2 1				
716718	13				2 2		2 1.9	5	2	R4 small error in new vertex reposition -> compare to example craefully. Coordinate frames not continunous over the curve.		3 0.6						
716792	10			0	2 2				2	ovor the curve.		0						
717377	0			0		-	- '											
	-		,															Version control
729637	11	1	0	1	2 2	2	2 :	2 :	2								1	1 1p
730105	10	1	0	0	2 2	2	2 :	2	2									
730448	18			8	2 2				2	Nice colors!		3		1				Vertex coloring based on age
730446	9			0	2 2				1	IAICE COIDIS!				,			· '	1 1p
732381	7			0	2 2		2		0	R4 not quite working - crashes.								
. 52001	· '					-	-		-	R3 cant find the								
763282	4		4	0	2 2	2	0	0	0	attempt.								
765662	11			1	2 2				2	<u> </u>							1	coloring 1.0;

Student number	point total	req total	extra total	R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)	surfaces of revolution (3p)			bezier interp. camera path (4p)	other (points)	other (what)
766108	10		0 (2 2				2			,			.,	,	,	, ,
768902	0		0 0)														
770084	14		0 4	1	2 2	2	2	2	2			3	ı					
772040	13		0 3	3	2 2				2			3						
	22		0 12		2 2					Good work!			1 3	3 3			,	Version control 1p; Vertex coloring based
778109	7		7 0						0	R4 not quite	•	3		3				2 on age 1p
779661					2 2					correct.		_						
779959	14		0 4		2 2				2		;	3	l					
780210	10		0 (2 2				2	Subdivision crashes to out								
780223	17.5		9 8.5		2 2	2	2	2	1	of range error.	1.9	5	1 3	3				
781468	0		0 (
781866	13		0 3		2 2	2	2	2	2		;	3						
782124	0		0 0)														
782182	15	1	0 5	5	2 2		2	2	2		;	3	1				1	subdiv colors 1 1.0;
782357	8		8 ()	2 2	2	2	2	0									
782700	0		0 ()														
783288	9		9 ()	2 2	2	2	2	1									
783301	0		0 0							R4 small								
783356	7		7 ()	2 2	2	2	1	0	mistakes.								
785707	10.5	1	0 0.5		2 2				2	Local coordinate frames not continuous.		9.0	5					
786146	10	1	0 0)	2 2	2	2	2	2									
786874	0		0 0)														
787226	0		0 0)														
788254	50	1	0 40		2 2		2	2	2	Great job!		3	1 3	3 3		4	. 26	Catmull-rom: 3, k-curve: 4, isosurface with marching cubes: 5, adaptive step size: 4, cylinder curve scaling: 4, terrain 6 rendering: 6
788539	10	1	0 ()	2 2	2	2	2	2									
788788	0		0 (
789017	0		0 0															
										R4 partially done. Local coordinate frames not continuous over the curve - not								
791610	7				2 2	2	2 0.	.5	0	using binit.		0.6	5					
791678	0		0 (
793621	0		0 0)														
795658	9		8 1	1	2 2	2	2	2	0								1	1 Colors:1
795755	10.5	1	0 0.5	5	2 2	2	2	2	2			0.5	5					
818409	13	1	0 3	3	2 2	2	2	2	2		;	3						
819754	0		0 ()														
829948	6		6 ()	2 2	2	2	0	0									
831907	13		0 3		2 2				2		;	3						
838191	2		2 (2 0				0									
853723	0		0 0															
871831	4		4 (2 2	,												

Student number		req total	extra total	R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)	surfaces of revolution (3p)	gencyls (3p)	bezier interp. camera path (4p)	other (points)	other (what)
882972	0		0 0)						Some small							
										error in positioning new							
883353	7.5	7	.5 0)	2 2	2	2 1.5	5	0	vertices.							
										Coordinate frame not							
885665	14.5		10 4.5	,	2 2	,	2	2	2	continuous over the curve.		3 0.5					subdiv colors 1 1.0;
887799	11		10 1		2 2				2	tilo odi vo.							,
										R3 problems with indices. R5							
892179	7		7 0)	2 2	2	1 :	2	0	attempt crashed the code.							
892292	0		0 0														
892412	13		10 3	3	2 2	2	2	2	2		:	3					
892690	12		10 2	2	2 2	2	2	2	2			2					
897572	15		10 5		2 2	,	2	2	2			3					Version control 1 1p
001012	15		10 6	,		-	-	-	_								Vertex coloring based on age
897925	15		10 5		2 2	2	2	2	2	Nice colors!	;	3					1 1p
903929	0		0 0														
905833	14		10 4		2 2				2			3 1					
906971	10		10 0)	2 2	2	2	2	2	D/-lasts D							
										Bézier to B- spline transformation							
913498 913511	5.5		0 0		2 1.5)	2 ()	0	matrix incorrect.							
913540	0		0 0														
943413	0		0 0														
952352	0		0 0														
963354	10		10 0)	2 2	2	2	2	2								
976260	11		.5 2.6		2 1.5				1	R2 missing z- dimension. R5 incorrect old vertex position calculation. Boundary handling not to smooth. Coordinate frames unnormalized and not continuous over the curve.							subdiv colors 1 1.0;
976503	17		10 7	•	2 2	2	2	2	2			3 1	3				
										Local coordinate frames not							
995212	13.5		10 3.5		2		2	2	2	continuous. R5 incorrect new position calculation. Easy to see when comparing with example and using	:	3 0.5	5				
995270	12		9 3		2 2		2		1	icosahedron.							
995319	14		10 4		2 2				2		;	3					1 colors:1
995762 998743	10		6 0		2 2				0								

Student number	point total	req total	extra total	R1 Bezier (2p)	R2 B-spline	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)		gencyls (3p)	bezier interp. camera path (4p)	other (points)	other (what)
										R5 seems broken perhaps because of the boundary handling implementation, cannot judge. Local coordinate frames not continuous over the curve. 3rd extra you have listed is not an							
999263	8.5				2 2		2	2	0	extra.		0 0.	5				
1000203	4				2 2				_								
1001163	4	1 4	1 ()	2 2		0	0	0	README.txt							
1002450	10	10) (2 2		2	2	2	not filled.							
1002696	5.5		5 0)	2 2			0	0								
1010138	27				2 2			2	2	Awesome colors!		3	1 ;	3 3	3		Vertex coloring based on age 4 1p
1010921	11				2 2		2	2	2	Coordinate frames not continunous over the curve - binit not used correctly. Subdiv colors seem to only show progress from the latest iteration.		0.					subdiv colors 5 0.5;
1011166	4				2 2			0	0	iteration.		0.	5			0.3	5 0.5,
1011100	-	•		,	2 2		U	0		R3 you did not generate new indices after							
1015515	4				2 2			0	0	adding vertices. Uncommented local coordiante frame attempt does not seem to work. Not using slerp in bezier interp. camera path. Color extra attempt does not really help to visualize the							
1031418	14				2 2			2	2	progress.			0		1		
1034897	11				2 2			2	2				1				
1034907		6			2 2		2										
100063675		8			2 2			2	0								
100065699	9	9 9	9 0)	2 1		2	2	2	R2 not working.							
100077632	g	9 9	9)	2 2		2	2	1	R5 not working as it should.							
100080195	10				2 2			2	2	30 11 01100101							
100082119	7.5				2 2		2 1.		0	R4: Small mistake in positioning new vertices.							
100083817	9				2 2			2	1	R5 not completely working.							
100084638	10) 10) ()	2 2		2	2	2								

Student number	point total	req total		R1 Bezier (2p)	R2 B-spline (2p)	R3 Gen triangles (2p)	R4 new positions (2p)	R5 old positions (2p)	mod	notes / wtf /	boundary handling (3p)	local coordinate frames (1p)		gencyls (3p)	new subdiv schemes (?	camera path	other (points)	other (what)
100085828	11	10	1		2 2	o	2	2	2	Extras not mentioned in README.txt. I might have missed some.								
100087363	6				0 0				2	R1 and R2 not working at all.								
100088595	20	10	10		2 2	2	2	2	2	Gencyls florus normals point inwards.	;	3	3	2				subdiv colors 1 1.0;
100088812	8	8	0		2 2	2	2	2	0									
100090114	7	7	, 0	0	.5 0.5		2	2	2	R1 and R2 don't work, but there is some code that seems somewhat correct, so I gave 0.5p.								
100090114	0		-		.5 0.0	,	2	2	2	gave 0.5p.								
100097625	7				2 2)	2	1	0	R4 not quite correct.								
100119587	0		-			-	-		0	correct.								
100119307	12				2 2	,	2	2	2			2						
100120370	8				2 2				0		-	2				4		
100153873	0					-		,	0									
100133073	0	0	, 0															subdiv coloring
27028M	10	8	3 2		2 2	2	2	2	0									1 old vertices 1.0;
35564T	12.5	9.5	3		2 1.5	5	2	2	2	R2 discontinuity.	;	3						
46477D	7	7	0		2 2	2	1	2		Problems with indices R3.								
68933B	0	0	0															
81616N	0	0	0															
82085F	6	6	0		2 2	2	2	0	0									
83818L	14	10	4		2 2	2	2	2	2		3	3						subdiv colors 1 1.0;
k28342	0	0	0															
k90993	10.5	10	0.5		2 2	2	2	2	2	Some points for boundary handling.	0.5	5						