Student			D0 104 (0 5-)	R1 ortho, ambient (1.5	5 R2 Depth vis (1p)	R3 Perspec	ctive R4 Phon	g, R5 Planes	R6 Triangles	R7 Shadows	R8 Reflection	D0 44 (0-)		notes /	Refraction	Simple fog	More primitives		Stereo cubemap	transparent shadows	T	extures (2-	Normal mapping (2-		other	-41(-1-4)
number	point total req total	extra total	R0 UV (0.5p)					o) (1p)	(1.5p)	(1.5p)	(1.5p)	R9 AA (2p)	moa	extras / R2 not	(1-2p)	(1p)	(3p)	filters (1-3p)	(4p+)	(1.5p)	Fresnel (1p) 4	ip)	3p)	CSG (4-5p)	(points)	other (what)
145525	4	4	0.5	1.5	5	0.5	1.5							clamped.												
210984 218096	0 20	15	5 0.5	1.5				3		5 1.5		1.5	2			2		3								
292986	0	0	0.5	1.3	.5	- 1	1.5	3	1 1.5) 1.3	5	1.5	2			2		3								
351526	0	0	0																							
														R3 center removed for												
														some reason,												
353692	4	4	0.5	1.5	.5	1	1							some reason, and unnormalized.												
362418	0	0	0																							
424851	0	0	0																							
425575	0	0	D																							
426419	0	0	0																							
427230	9.5	9.5	0.5	1.5	5	1	1.5	3 0	.5 1.5	5 0	0	0	0	R5 no parallel check.												
														R5: Not												
														checking if ray is parallel to plane.												
428925	5	5	0.5	1.5	5	1	1.5	0 0	.5 0) (0	0	0	plane.												
														R0 doesn't												
														incorrect ray												
														work. R1 incorrect ray generation. R5 no parallel												
429461		4.5	2 0		1	1	3	2.5 0	.5 1.5	1.5	5 1	1.5	2	check.	0.5	5	1.	.5								
431006	0	0	0																							
432788 437631	0	0	0																							
437631 474898	4.5	4.5	0 0.5	1.5	5	1	1.5																			
475389	0	0	0.5	1.4	-	-																				
476883		15	0 0.5	1.5	.5	1	1.5	3	1 1.5	1.5	5 1	1.5	2													
478632	0	0	0																							
506041	0	0	-																							
506287	7.5	7.5	0.5	1.5	5	1	1.5	3	0 0) (0	0	0													
520085	6.5	6.5	0.5	1.5	5	1	1.5	2						R4 almost working.												
														R5 no parallel check.												
525491		4.5	0.5	1.5	5	1	1.5	3 0	.5 1.5	5 1.5	5 1	.5	2	check.												
525750	0	0	0											R5 no parallel												
525941	5	5	0.5	1.5	5	1	1.5	0	.5					check.												
527677	0	0	0																							
530185	0	0	0																							
530648	0	0			_																					
552794 552969	6.5	6.5	0.5	1.5	.5	1	1.5	2	0 0) (0	0	0													
552909	0	0	J											R5: Not												
														checking if ray is parallel to												
565710	14.5 1	4.5	0.5	1.5	5	1	1.5	3 0	.5 1.5	1.5	5 1	1.5	2	plane.												
570116	0	0	0																							
576149	0	0	0																							
														R5: Not												
														checking if ray is parallel to												
577122	14.5 1	4.5	0.5	1.5	.5	1	1.5	3 0	.5 1.5	5 1.5	5 1	1.5	2	plane.												
														R1 points for effort. R3 points for effort.	s											
585240			0.5	0.5	5		0.5							tor effort.												
586029	0	0	U											R5: Not												
														checking if ray is parallel to												
586333	11	11	0.5	1.5	.5	1	1.5	3 0	.5 1.5	5 1.5	5	0	0	is parallel to plane.												
587549	0	0	0						1.0																	
589796	0	0	0																							
589929	10	10	0.5	1.5	5	1	1.5	2 0	.5 1.5	5 1.5	5	0	0	R5 no parallel check.												
590743			0.5	1.5		1	1.5	- 0	1.0	. 1.3	-		-	uncur.												
592864	0	0	0																							
592929	0	0	D																							
595997	6.5	6.5	0.5	1.5	5	1	1.5	2	0 0) (0	0	0													
596174	0	0	D																							
596747 596815	4.5	4.5	0.5	1.5	.5	1	1.5	0	0 0) (0	0	0													
596815 597322	0	0	0 0.5	1.5	5																					
603025	0	0	0.5	1.3																						
604244	0	0	0																							
604312	0	0	0																							
605560	0	0	0																							
605722	15	15	0.5	1.5	5	1	1.5	3	1 1.5	1.5	5 1	1.5	2													
609265	5.5	5.5	0.5	1.5	5	1	1.5	1	0	,	0	0	0	R4 points for the attempt.												
614580	3.5	3		1.5		1	1.0		- '	· '	-	-														
		-	0.5											R5: Not checking if ray												
														checking if ray is parallel to plane.												
														to porallel to												
618117	14.5 1	4.5	0.5	1.5	.5	1	1.5	3 0	.5 1.5	5 1.5	5 1	1.5	2	piane.												
618117 635187	14.5 1	0	0 0.5	1.5	.5	1	1.5	3 0	.5 1.5	1.5	5 1	1.5	2	R4 specular lobe check fails												

Student				R1 ortho, ambient (1.5 R	R2 Depth	R3 Perspectiv	ve R4 Phong,	R5 Planes	R6 Triangles	R7 Shadows	R8 Reflection			notes /	Refraction	Simple fog	More primitives	Arbitrary	Stereo cubemap	transparent shadows		Textures (2	Normal - mapping (2-		other	
number	point total req total	extra total	R0 UV (0.5p)	p) v	vis (1p)	(1.5p)	lights (3p)	(1p)	(1.5p)	(1.5p)	(1.5p)	R9 AA (2p)	mod	extras / Problems with	(1-2p)	(1p)	(3p)	filters (1-3p)	(4p+)	(1.5p)	Fresnel (1p)	4p)	3p)	CSG (4-5p)	(points)	other (what)
														gen), Phong shading missing functionality.	,											
646927			0 0.5		(0.5	1	1 1.5				0	functionality.												
648530 648653	4.5 23	4.5 15	0 0.5	1.5 1.5	1	1		3	0 0				2	Greata job!												8 path tracing: 8
650227			0 0.5	1.5			1.5	3	1 14	,		1.0	-	Greata job:												o patritiating. o
														R5: Not												
														checking if ray is parallel to												
650492	12.5		0 0.5	1.5	1	1		3 0.	1.5	5 1.5	5 1	1.5	0	plane.												
652131	4.5	4.5	0 0.5	1.5	1	1	1.5	0	0 () ()	0	0													
														R4: Phong												
652144	5	5	0 0.5	1.5	1	1	1	1						shading not implemented.												
652801	0	0	0																							
653101	0	0	0																							
653460	0	0	0																							
														R4 shade_back not implemented.												
														implemented.												
653509	14	14	0 0.5	1.5	1	1	1.5	2.5 0.	1.5 1.5	5 1.5	5 1	1.5	2	R5 no parallel check.												
653758	0.5	0.5	0 0.5	0	(0			0 0				0													
653897	15	15	0 0.5	1.5	1	1	1.5	3	1 1.5	5 1.5	5 1	1.5	2													
														R4 shade back not correct. R5												
														no parallel												
654579	14	14	0 0.5	1.5	1	1	1.5	2.5 0.	1.5	5 1.5	5 1	1.5	2	check.												
														R1 some scaling												
655691	4		0 0.5	1	1	1	1.5							scaling forgotten.												
656470	0	0	0											D# -												
656991	14	14	0 0.5	1.5	1	1	1.5	3 0.	1.5 1.5	5 1.5	5	1	2	R5 no parallel check												
665131	0	0	0				-		-	1.0																
666253	0	0	0																							
667171	0	0	0																							
672771	12.5	2.5	0 0.5	1.5			1.5	3 0.	1.5 1.5	5 1.5		1.5		R5 no parallel check.												
673987	21	15	6 0.5						1 1.5				2	crieck.		2		3				1				
													2	R5 no parallel	1	2		3								
675163	5.5	5.5	0 0.5	1.5	1	1	1.5	0 0.	1.5 0.5	5 ()	0	0	check.												
675765	0	0	0																							
677721 689395	0	0	0																							
700436	0	0	0																							
705855	0	0	0																							
706003	3	3	0 0.5	1.5	1	1	0	0	0 0) ()	0	0													
706045	7.5	7.5	0 0.5	1.5	1	1	1.5	3																		
706443	2	2	0 0.5	1.5	(0		0	0 () ()	0	0													
706595	4.5	4.5	0 0.5	1.5	1	1	1.5	0	0 () ()	0	0													
706919	0	0	0																							
707138	8.5	8.5	0 0.5	1.5	1	1	1.5	3 0.	1.5 0.5	5 ()	0	0	R5 no parallel check.												
707277	0	0	0					-																		
														R5 no parallel												
707316	14.5	4.5	0 0.5	1.5	1	1	1.5	3 0.	1.5 1.5	5 1.5	5 1	1.5	2	check												
707620 708616	5.5		0 0.5	4		4	4	2	0 () (0	0													
708988	0	0	0.5				-	-		,	,		0													
709026	0	0	0																							
														R2 incorrect												
														depth calculation R5												
														no parallel												
														no parallel check. AA jittered doesn't												
709178	12		0 0.5	1.5	0.5	.5	1.5	2 0.	1.5	5 1.5	5 1	1.5	1	work correctly.												
709903	0	0	0																							
711111	15	15	0 0.5	1.5	1	1	1.5	3	1 1.5	5 1.5	5 1	1.5	2	R3												
														unnormalized ray. R4 no												
														ray. R4 no												
														backside flag. Normals/lights dont work with												
														dont work with transforms												
														transforms. Points for effort												
711218	15.5	13 2	5 0.5	1.5	1	1	1 3	2.5	1 1	1 1.5	5 1	1.5 1.	5	on refraction and fresnel.		1		1			0.	5				
														R2 points for												
711263	8	8	0 0.5	1.5	(0	1.5	2	1 1.5	5				partial implementation.												
711810			0 0.5	1.5	1	1		0	0 ()	0	0													
712039			0 0.5					0	0 0				0													
713601	0	0	0																							
713928	15		0 0.5	1.5	1	1	1.5	3	1 1.5	5 1.5	5 1	1.5	2													
714477	0		0																							
714574	10	10	0 0.5	1.5	1	1	1.5	3	1 1.5	5				D#												
														R5 no parallel check. R8 idea correct, but not												
														correct, but not												
														renuering												
														correctly. R9												
														rendering correctly. R9 regular sampler offset not												

Student				R1 ortho, ambient (1.5	5 R2 Depth	R3 Perspective	R4 Phong.	R5 Planes	R6 Triangles	R7 Shadow	R8 Reflection			notes /	Refraction	Simple fog	More primitives	Arbitrary	Stereo cubemap	transparent shadows	١,	Textures (2-	Normal mapping (2-		other	
number	point total req total	extra total	R0 UV (0.5p)	p)	vis (1p)	(1.5p)	lights (3p)	(1p)	(1.5p)	(1.5p)	(1.5p)	R9 AA (2p)	mod	extras /	(1-2p)	(1p)	(3p)	filters (1-3p)	(4p+)	(1.5p)	Fresnel (1p) 4	4p)	3p)	CSG (4-5p)	(points)	other (what
														R1 point for effort. R2 not correct. R3												
														effort. R2 not correct. R3												
														points for effort. R4 points for												
														R4 points for effort. R5												
														denominator												
716792	3	3	0 0.5		1	0 0	5 0	0.5 0.	5					calculated wrong.												
717377	0	0	0				.0							wrong.												
729637	9.5	9.5	0 0.5	5 1.	5	1 1	.5	3	1 1		0	0	n													
														R4 missing shade_back												
														shade_back												
														implementation. R5 no parallel												
730105	12	12	0 0.5	5 1.	.5	1 1.	.5 2	2.5 0.	.5 1.5	1.	5 1	.5	0	check.												
														R5: Not												
														checking if ray is parallel to												
730448			0 0.5	5 1.	.5			3 0.				.5	2	plane.												
730969	1.5		0 0.5	5	1	0	0	0	0 0	1	0	0	0													
732381	0	0	0																							
														R4 shade back missing. R5												
														missing parallel												
763282	10	10	0 0	1.	.5	1 1	.5 2	2.5 0.	.5 1.5	1.	5	0	0	check.												
765662	11	11	0 0.5	5 1.	5	1 4	.5	3 0.	.5 1.5	1.	5	0	n	R5 no parallel check.												
766108	0	0	0.5		-			- 0.	1.0	· ·	-	-	-	arcon.												
768902	0		0																							
770084	6		0 0.5	5 1.	.5	1 1	.5 1	.5	0 0		0	0	0													
														R5 no parallel												
772040	14.5	14.5	0 0.5	5 1.	.5	1 1	.5	3 0.	.5 1.5	1.	5 1	.5	2	check.												
														R5: Not												
														checking if ray is parallel to												
778109			0 0.5	5 1.	.5	1 1.	.5	3 0.	.5 1.5	1.	5 1	.5	0	plane.												
779661	0	0	0																							
779959	8	8	0 0.5	5 1.	5	1 1	.5	3 0.	.5 0		0	0	0	R5 no parallel check.												
780210	15		0 0.5	1.				3	1 1.5				2													
100210		.0	0.0		.0		.0		1.0			.0		R5: Incorrect												
					_		_				_	_		plane intersection.												
780223	15	14	1 0.5	5 1.	.5	1 1.	.5	3	0 1.5	1.	5 1	.5	2	intersection.		1										
781468	0	0	0											D. H.												
														R4: Not clamping dot												
														product of												
														normal and ray												
														direction to positive. R5:												
														Error in plane intersection												
781866	14	14	0 0.5	5 1.	.5	1 1	.5 2	2.5 0.	.5 1.5	1.	5 1	.5	2	math.												
782124	0	0	0																							
782182	0	0	0																							
														R5: Not												
														checking if ray												
782357	6.5	6.5	0 0.5	5 1.	.5	1 1	.5 1	.5 0.	.5 0	1	0	0	0	checking if ray is parallel to plane.												
782700	4.5		0 0.5	5 1.	.5	1 1		0	0 0	1	0	0	0													
														R2 depth vis no	t											
														using args values. R3 almost correct. R5 no parallel												
														almost correct.												
														R5 no parallel												
														Refraction close	9											
783288		13.5	1 0.5	1.	.5	0.5	.5 2	2.5 0.	.5 1.5	1.	5 1	.5	2	to correct.		1										
783301	0	-	0																							
783356	0	0	0																							
785707	3		0 0.5			0.5		-	0 0			0														
786146	0.5	0.5	0 0.5	5	0	0	0	0	0 0		0	0	D													
786874	0	0	0																							
787226	0	0	0																							Diale pr-
																										BVH 3p; BRDI 3p; Tone
																										mapping and gamma correction 2p;
																										gamma
																										Local / direct
																										integration 4p; Global
																										illumination distribution
																										tracing 5p;
																										tracing 5p; Global illumination
																										importance
788254	43	15 2	28 0.5	5 1.	.5	1 1	.5	3	1 1.5	1.	5 1	.5	2	Great work!		2		3			1				2	importance 22 sampling 5p
788539	44	44	0 0.5	5 1.			.5	3 0.		1.				R5 no parallel												
788539 788788	11		0 0.5	1.	.5	1 1	.5	o 0.	.5 1.5	1.	5			check.												
789017	0		0																							
100011	U	· ·												R5 no parallel												
	7	7	0 0	1.	.5	1 1	.5 2	2.5 0.	.5 0		0	0	0	check.												
791610		0	0																							
791610 791678	0																									
791678 793621	0 2	2	0 0.5	5 1.	.5																					
791678	0 2 0	2	0 0.5	5 1.	.5																					

Part					R1 ortho,		R3					R8						More		Stereo cubemap	transparent shadows		N	lormal			
Mary State Mar		oint total req total	extra total	R0 UV (0.5p	ambient (1.	5 R2 Depth vis (1p)	Perspec (1.5p)	ctive R4 PI	hong, R5 Plane s (3p) (1p)	s R6 Triangle (1.5p)	s R7 Shadov (1.5p)	rs Reflection (1.5p)	R9 AA (2p)	mod	extras /	Refraction (1-2p)	Simple fog (1p)	primitives	Arbitrary filters (1-3p)	cubemap (4p+)	shadows (1.5p)	Fresnel (1p) 4p)	tures (2- n	napping (2- ip)	CSG (4-5p)	other (points)	other (what)
The content of the co															checking if ray												
Column C	818409			0 0	.5 1	.5	1	1.5	3	0.5	.5 1	.5	1.5	2	plane.												
March Marc	819754	0	0	0											D0 1 11												
Second															R2 not working correctly. No												
Martin M															inverse												
Section Sect	829948	2	2	0 0	.5 1	.5	U	U	U	U	U	U	U	J	mapping.												
State Stat															plane check.												
Second S	921007	15.5	44.5	1 0	E 1	-	4	1.5	2	0.5		6	16		Refraction point	t	1										
State 1	031807	10.0	14.5		.5 1		- '	1.5	3	0.5	.0	.5	1.0		R2 denth vis												
Mart																											
Mart															wrong. R4 no shade back												
Mart															handling. R5 no)											
Mart															parallel plane check, R7												
507	020404	0.5	0.5				0.5	4.5	2.5	0.5					shadows not												
State Stat	838191			0	.5 1	.5	0.5	1.5	2.5	0.5	U	U	1.5		implemented.												
Series Se	003/23		U	U											P2 almost												
March Marc															correct. R4 not												
March Marc															fully												
March Marc															R5 & R6 points												
5000 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		7	7		.5 1	.5	0.5	1.5	2	0.5	1.5				tor effort.												
Section Sect					0	0					0	0															
Martin		U 8 E		0 ^		5	1		3	1	0	0															
Property	555005	0.3	0.0	. 0	. 1			1.0	3		-	•	3	-	R5 no narallel												
Miles															cehck. R6												
Miles	887799	12.5	12.5	0 0	5 1	5	1	1.5	3	0.5	5	5	1.5	1	missing												
No. 10		12.0		_ 0	!		-	1.0	-						All images have	9											
1972 11 11 2 65 65 12 13 14 15 15 15 15 15 15 15															an error with												
1 1 1 1 6 6 5 7 8 6 7 8 7 8 7 8 7 8 7 8 7 8 8 7 8 8 8 8															projection/ray generation, 1.0												
Martin	000470											-			points off from												
Miles	892179	11	11	0	.5 0	1.5	1	0.5	3	1 1	.5	.5	1.5	J	R1 and R3.												
MENTAL 18 10 11 12 15 15 15 15 15 15 15 15 15 15 15 15 15	892292	0	U	U											D0 using width												
MENTAL 18 10 11 12 15 15 15 15 15 15 15 15 15 15 15 15 15															for both i and j.												
Mile															R1 depth												
Martin 18															unitinitalized ->												
MeMOV 15 15 0 16 0 16 15 0 16 15 0 16 15 0 16 15 15 15 15 15 15 2 GREATER OF THE PROPERTY OF T															random												
Mile															otherwise												
Model 45	000440		10.5	1.5			0.5	4.5	2	0.5		-			correct. R5 no				-								
Refuge Services of the service							0.5		0	0.5	.5	.5	0	2	parallel check.				1.5								
Part	002000	4.0	4.0		.0			1.0							R4: Phono												
Part															shading not computing												
## 1															ray intersection												
1971 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1															point. R5: Not												
1971 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1															is parallel to												
90305 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0							1			0.5 1	.5 1	.5		2	plane.												
Section Sect		7.5	7.5	0 0	.5 1	.5	1	1.5	3	0	0	0	0)													
90871	903929	0	0	0																							
90871	905833	14.5	14.5	0 0	5 1	5	1	1.5	3	1	1 1	5	1.5	,	R6 not quite working												
10		14.0	14.0											-	R5 no parallel												
91511 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	906971	14		0 0	.5 1	.5	1	1.5		0.5	.5 1	.5	1.5	2	check.												
93540 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		20		5 0	.5 1	.5	1	1.5	3	1 1	.5 1	.5	1.5	2			2		3								
96.352 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		0	0	0																							
962322 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	913540	0	0	0																							
96354 16 14 5 15 0 0 15 1 1 1 5 3 0 0 15 1 1 1 5 3 0 0 15 1 5 1 5 1 5 1 5 2 9 8 8 no parallel 98 9 1 5 1 1 1 5 3 0 0 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5		0	0	0																							
676200 15.5 14 1.5 0.5 15 1 1.5 2 0.5 1.5 1 1.5 2 0.5 1.5 1.5 1.5 2 0.5 1.5 1.5 1.5 2 0.5 1.5 1.5 1.5 2 0.5 1.5 1.5 1.5 2 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1															R5 no narallal												
976200 15.5 14 1.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1 1.5 2 Great job 2 1.5 1.5 1.5 2 Great job 2 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5	963354	16 1	14.5	1.5 0	.5 1	.5	1	1.5	3	0.5	.5 1	.5	1.5	2	check.			1	1.5								
978603 27.5 15 12.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1.5 1.5 2 parallel check. 15 98270 14 14 0 0.5 1.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1															R4 missing												
978603 27.5 15 12.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1.5 1.5 2 parallel check. 15 98270 14 14 0 0.5 1.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1															shade_back/sp ecular lobe												
978603 27.5 15 12.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1 1.5 2.5 0.5 1.5 1.5 1.5 2 parallel check. 15 98270 14 14 0 0.5 1.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1		48.5			_										check. R5 no												
985212 13.5 13.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1	976260	15.5	14	1.5 0	.5 1	.5	1	1.5	2.5	U.5 1	.5 1	.5	1.5	4	parallel check.			1	1.5								
98212 13.5 13.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1 1.5 3 0.5 1.5 1.5 1 1 1.5 3 0.5 1.5 1.5 1 1 1.5 1.5 1 1 1 1.5 1 1 1 1																											moving objects: 3, lorentz:3.
98212 13.5 13.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1 1.5 3 0.5 1.5 1.5 1 1 1.5 3 0.5 1.5 1.5 1 1 1.5 1.5 1 1 1 1.5 1 1 1 1		07.5			_																						length
99570 14 14 0 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1	9/6503	27.5	15 1	2.5 0	.5 1	.5	1	1.5	3	1 1	.5 1	.5	1.5	4			2	1	1.5								contraction: 3
965270 14 14 0 0 0.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1 1 Samplers work. 985319 12.5 12.5 0 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1	995212	13.5	13.5	0 0	.5 1	.5	1	1.5	3	0.5	.5 1	.5	1.5	1	check												
965270 14 14 0 0 0.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1.5 1 Samplers work. 965319 125 125 0 0 0.5 1.5 1 1.5 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1				_	i i										R5 no parallel												
985270 14 14 0 0.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1 Samplers work. 985319 12.5 12.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1 Samplers work. 985319 12.5 12.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1															check. R9												
985270 14 14 0 0.5 1.5 1.5 1.5 3 0.5 1.5 1.5 1 Samplers work. 985319 12.5 12.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1 Samplers work. 985319 12.5 12.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1															some problems												
995319 12.5 12.5 0 0 0.5 1.5 1 1.5 3 0.5 1.5 1 1.5 3 0 0 0.5 1.5 1 1.5 3 0 0 0.5 1.5 1 1.5	005270	14	14	0 0		-	1.5	1.5	2	0.5		6	1.5		with averaging.												
98319 12.5 12.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 0 phocking firsy spanning to provide the control of the contr	0032/0	14	179	0	. 1	.0	1.3	1.5	3	0.0	.0		1.0	1	R5: Not												
98519 125 125 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 0 plane. 996782 14 14 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.6 R5 no parallel check. R9 no parallel c															checking if ray												
995/62 14 14 0 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1	995319	12.5	12.5	0 0	5 4	5	1	1.5	3	0.5	5	5	1.5		is parallel to												
995762 14 14 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 1.5 1.5 Working. 998743 9.5 9.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1 5 1.5 1.5 Working. 998743 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		12.0		- 0			-1	1.0	-	0	-				R5 no narallel												
985762 14 14 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 1.5 working. 998783 9.5 9.5 0 0.5 1.5 1 1.5 3 0.5 1.5 1.5 1.5 1.5 Workings. 998783 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0															check. R9												
986743 9.5 9.5 0 0.5 1.5 1 1.5 3 0.5 1.5 R5 no parallel check.	995762	14	14	0 0	5 1	5	1	1.5	3	0.5	5	5	15 1	5	jittered aa not working												
999263 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0							-					-			R5 no parallel												
1000203 0 0 0		9.5	9.5	0 0	.5 1	.5	1	1.5	3	0.5	.5				check.												
		0	-	0																							
1001163 5 5 0 0.5 1.5 0 1.5 1.5 0 0 0 0 0		0																									
	1001163	5	5	0 0	.5 1	.5	0	1.5	1.5	0	0	0	0)													

Student				R1 ortho, ambient (1.	5 R2 Depth	R3 Perspec	tive R4 Phone	, R5 Planes	R6 Triangle	s R7 Shadow	R8	on		notes /	Refraction	Simple for	More primitives	Arbitrary	Stereo cubemap	transparent shadows	Te	extures (2-	Normal mapping (2-		other	
number	point total req total	extra total	R0 UV (0.5p) p)	vis (1p)	(1.5p)	lights (3p		(1.5p)	(1.5p)	(1.5p)	R9 AA (2p)	mod	extras /	(1-2p)	(1p)	(3p)	filters (1-3p)			Fresnel (1p) 4	(p)	3p)	CSG (4-5p)		other (what
1002450	15		0 0		.5	1	1.5			5 1	.5	1.5	2													
														R5: Not checking if ray												
1002696	14.5 14	1.5	0 0.		.5		1.5		1.5 1.		.5	1.5	2	is parallel to												
1010138			5 0.		.5	1	1.5		1 1.		.5		2	plane.		2		3								
1010100	2.0	.0					1.0				.0	1.0	-	R2 depth		-										
														incorrect, should be in the												
														inverse range. R4 shade_back implementation missing. R9 points for the	c											
														attempt. Refraction												
1010921	13.5	13 0	.5 0	.5 1	.5	0.5	1.5	2.5	1 1.	5 1	.5	1.5	1	buggy.	0.	.5										
														R5 no parallel												
														check. R9 not correct, points												
1011166			0 0	.5 1	.5	1	1.5		1.5 1.		.5	1.5	1.5	for effort.												
1015515	13	13	0 0	.5	1	1	1.5	2.5	1 1.	5 1	.5	1.5	1													
1031418	13.5 13	3.5	0 0.	.5 1	.5	1	1.5	3 0	1.5 1.	5	.5	1.5	1	R5 no parallel check.												
1034897			0 0			0.5	0				0		0													
														R0 sample colo not rendered. R5 no parallel check. R9	ır											
1034907	13.5 13	3.5	0	0 1	.5	1	1.5	3 0	1.5 1.	5	.5	1.5	.5	jittered not working.												
100063675			0		-	-		-			-		-	monany.												
														R0 not casting to floats. R1 not working, points for effort.	t											
100065699		0.5	0	0 0	1.5									for effort.												
100077632		0	0																							
100080195		0	0																							
100082119		0	0																							
100083817			0																							
100004030	U	U	U											R5 no parallel												
100085828	14.5 14	1.5	0 0	.5 1	.5	1	1.5	3 0	1.5 1.	5 1	.5	1.5	2	check.												
100087363		0	0																							
100088595	0	0	0																							
100088812	16 14	1.5 1	.5 0.	5 1	.5	1	1.5	3 0	1.5 1.	5	.5	1.5	2	R5 no parallel check.			1	.5								
100000012			0				1.0				.0	1.0	-	uncun.				.0								
														R5 no parallel check. Please return the												
100097625			0 0	.5 1	.5	1	1.5	3 0	1.5					README!												
100098349			0																							
100119587	U	0	0											R2 depth not in inverse range. R5 no parallel check. Transform works, R4 is the												
100126376	15 13	3.5 1	.5 0	.5 1	.5	0.5	1.5	2.5	1.5 1.	5 1	.5	1.5	2	problem.			1	.5								
100135985		0	0																							
100153873	0	0	0																							
27028M	7	7	0 0		.5	0	1.5	1.5 0	1.5 1.		0	0	0	R5 no parallel check.												
27028M	,	,	0 0	5 1	.5	0	1.5	1.5	1.5	5	0	U	0	R5 no parallel check. R9 regular sampler												
35564T	14	14	0 0		.5	1	1.5	3 0	1.5 1.		.5	1.5	.5	not correct.												
46477D	-	3	0 0	.5 0	1.5	0	0.5	1 0			0		0													
68933B	-	-	0																							
81616N			0																							
82085F			0 0		.5	1																				
83818L			0 0.	.5 1	.5	1	1.5	3	1 1.	5 1	.5	1.5	2													
k28342	0	0	0											R4 shade back incorrect. R5 no parallel check.	5											
k90993	8	8	0 0	.5 1	.5	1	1.5	2.5	1.5		1.5			R7 points for effort.												