

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)	new subdiv schemes (? p)	bezier interp. camera path (4p)	other (points)	other (what)
587549	19.5	10	9.5	2	2	2	2	2		Local coordinate frames not continuous. Great job!	3	0.5	3	3				
589796	0	0	0															
589929	8.5	8.5	0	2	1.5	2	2	1		R2 not entirely correct. R5 not quite working.	0							
590743	3.5	3.5	0	2	1.5	0	0	0		R2: Mistake in converting basis and looping control points -0.5p.								
592864	0	0	0															
592929	10	10	0	2	2	2	2	2		You accidentally used v3 positions as v3 color in R4.								
595997	9	9	0	2	2	2	2	1										
596174	0	0	0															
596747	0	0	0															
596815	0	0	0															
597322	10	10	0	2	2	2	2	2										
603025	0	0	0															
604244	0	0	0															
604312	20	10	10	2	2	2	2	2			3	1	3	3				
605560	10	10	0	2	2	2	2	2										
605722	10	10	0	2	2	2	2	2										
609265	4	4	0	2	2													
614580	6.5	6.5	0	2	2	2	0.5	0.5		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 points for each.								
618117	10	10	0	2	2	2	2	2										
635187	0	0	0															
646655	2	2	0	2														
646927	3.5	3.5	0	1.5	2	0	0	0		Bezier curve non continuous between segments. Due to incrementing t before calculation in coreBezier.								
648530	6	6	0	2	2	2	0	0										
648653	27.5	10	17.5	2	2	2	2	2		Gencyls discontinuity in weirder. Good job!		1	3	2.5			11	marching cubes: 5, curvature viz: 3, curve editor with only dragging: 3
650227	4	4	0	2	2	0	0	0										
650492	11.5	10	1.5	2	2	2	2	2		Boundary handling extra: the positions of old vertices not correct.	1.5							
652131	4	4	0	2	2	0	0	0										
652144	8	8	0	2	2	2	2	0										

[illegible]

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766108	10	10	0	2	2	2	2	2										
768902	0	0	0															
770084	14	10	4	2	2	2	2	2			3	1						
772040	13	10	3	2	2	2	2	2			3							
778109	22	10	12	2	2	2	2	2		Good work! R4 not quite correct.	3	1	3	3				Version control 1p; Vertex coloring based 2 on age 1p
779661	7	7	0	2	2	2	1	0										
779959	14	10	4	2	2	2	2	2			3	1						
780210	10	10	0	2	2	2	2	2										
780223	17.5	9	8.5	2	2	2	2	1		Subdivision crashes to out of range error.	1.5	1	3	3				
781468	0	0	0															
781866	13	10	3	2	2	2	2	2			3							
782124	0	0	0															
782182	15	10	5	2	2	2	2	2			3	1						subdiv colors 1 1.0;
782357	8	8	0	2	2	2	2	0										
782700	0	0	0															
783288	9	9	0	2	2	2	2	1										
783301	0	0	0															
783356	7	7	0	2	2	2	1	0		R4 small mistakes. Local coordinate frames not continuous.								
785707	10.5	10	0.5	2	2	2	2	2				0.5						
786146	10	10	0	2	2	2	2	2										
786874	0	0	0															
787226	0	0	0															
788254	50	10	40	2	2	2	2	2		Great job!	3	1	3	3		4	26	Catmull-rom: 3, k-curve: 4, isosurface with marching cubes: 5, adaptive step size: 4, cylinder curve scaling: 4, terrain rendering: 6
788539	10	10	0	2	2	2	2	2										
788788	0	0	0															
789017	0	0	0															
791610	7	6.5	0.5	2	2	2	0.5	0		R4 partially done. Local coordinate frames not continuous over the curve - not using binit.		0.5						
791678	0	0	0															
793621	0	0	0															
795658	9	8	1	2	2	2	2	0									1	Colors:1
795755	10.5	10	0.5	2	2	2	2	2				0.5						
818409	13	10	3	2	2	2	2	2			3							
819754	0	0	0															
829948	6	6	0	2	2	2	0	0										
831907	13	10	3	2	2	2	2	2			3							
838191	2	2	0	2	0	0	0	0										
853723	0	0	0															
871831	4	4	0	2	2													

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100085828	11	10	1	2	2	2	2	2		Extras not mentioned in README.txt. I might have missed some.		1						
100087363	6	6	0	0	0		2	2	2	R1 and R2 not working at all. Gencyls florus normals point inwards.								
100088595	20	10	10	2	2	2	2	2	2		3	1	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.								
100097625	0	0	0															
100098349	7	7	0	2	2		2	1	0	R4 not quite correct.								
100119587	0	0	0															
100126376	12	10	2	2	2	2	2	2	2		2							
100135985	8	4	4	2	2		0	0	0							4		
100153873	0	0	0															
27028M	10	8	2	2	2	2	2	2	0			1						subdiv coloring 1 old vertices 1.0;
35564T	12.5	9.5	3	2	1.5	2	2	2	2	R2 discontinuity. Problems with indices R3.	3							
46477D	7	7	0	2	2		1	2										
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							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							