Student number	point total	req total	extra total	R1 Joint pos R2 Joint rot (1p) (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod	notes / wtf /	SSD on GPU (2p)	animation	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other	other (what)
145525					,	(1 /	,			,	,	,	,		(, ,	. ,	, ,
210984	0	0	C)													
218096	5	5	C) 1 2	. 2	. 0	C	1									
292986	0	0	C														
351526	0	0	C														
									R5 normal unnormalized. IK points for								
353692	18.5				2	. 4	0.5	i	effort.	2			5		2		
362418	0																
424851	0																
425575	0																
426419	3	3	C) 1 2		0	C)									
427230	9.5								R5 normals unnormalized.								
428925	5	5 5	C	1 2	2	. 0	C)									
429461	9.5				. 2	. 4	0.5	i	R5 normals unnormalized.								
431006	0																
432788	17				2	. 4	1		Good job!	2			5				
437631	0																
474898	5				2	. 0	C	1									
475389	0	0	C)													
476883	9.5				. 2	. 4	0.5	i	R5 normal unnormalized.								
478632	0																
506041	0	0	C						R5: Normal vectors not								
506287	14.5	9.5	5	5 1 2	2	. 4	0.5	;	normalized.	2		3					
520085	9	9	C	1 2	2	. 4	· c										
525491	10	10	C	1 2	2	. 4	. 1										
525750	0																
525941	5	5 5	C	1 2	. 2	. 0	C										
527677	5																
530185	0	0	C														
530648	0																
552794	12				2	4	1		Solid!	2							
552969	0																
									R5: Normal vectors not								
565710	9.5				2	. 4	0.5	5	normalized.								
570116	0																
576149	0	0	C														
577122	11.5	5 9.5	2	1 2	. 2	: 4	0.5		R5: Normal vectors not normalized.	2							
585240	5								normanzed.								
586029	0																
586333	12				2	. 4	. 1		Good job!	2							
587549	12								Good job!	2							
	0				. 2	. 4	1		Good Job!	2							
589796 589929	9.5				2	. 4	0.5		R5 normals unnormalized.								
590743	9.5								unnormanzeu.								
592864	0																
592929	0	0							R5: Normal vectors not								
595997	11.5	9.5	2	2 1 2	. 2	. 4	0.5	i	normalized.	2							
596174	0	0	C														

Student number	point total	req total	extra total	R1 Joint pos R2 Joint rot (1p) (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod	notes / wtf /	SSD on GPU (2p)	animation	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
596747	. 5					2 (0		,	,	,	,	,	,	, ,	, ,
596815	0		0 (0													
								_	R5 normal								
597322 603025	9.5			0 1 2	! 2	2 4	0.8	ь	unnormalized.								
603025	0			0													
									R5 transforming normals like a point. Set w component to 0 This causes the difference you	!							
604312	9.5	1	9.5	0 1 2	! 2	2 4	0.8	5	are intersted in. R5 normals unnormalized.								
605560	9.5		9.5	0 1 2	! 2	2 4	0.8	5	Same on GPU.								
605722	9.5	i	9.5	0 1 2	. 2	2 4	0.0	5	vectors not normalized.								
609265	0		0 (0													
614580	9.5		9.5	0 1 2	. 2	2 4	0.9	5	R5 normal unnormalized.								
618117	12			2 1 2					Good job!	2							
635187	0			0													
646655	0		0	0													
646927	5		5	1 2	. 2	2 () (0									
648530	9.5	:	9.5	0 1 2	. 2	2 4	0.9	5	R5 normals unnormalized.								
648653	26.5		9.5 1	7 1 2	. 2	2 4	. 0.1	5	R5 normal unnormalized. Wrists: I could not find the modified wrist skeleton file.	2		3	4		8		
650227	0	1	0	0													
									R5: Normal vectors not								
650492	10.5			1 1 2	2	2 4	0.6	5	normalized.	1							
652131	0		0	0					R5: Normal vectors not								
652144	9.5			1 2	! 2	2 4	0.6	5	normalized.								
652801	0			0													
653101	12			2 1 2	! 2	2 4		1		2							
653460	0		0	0					R5 normal								
653509	9.5		9.5	0 1 2	: 2	2 4	0.9	5	unnormalized.								
653758	9.5	i	9.5	0 1 2	! 2	2 4	0.0	5	vectors not normalized.								
050007	44.5		0.5					_	R5: Normal vectors not								
653897 654579	11.5			2 1 2		1 4			normalized. R3 joint coordinate systems are not aligned with the joint rotation. R5 normals unnormalized.	2							
655691	9.5			0 1 2					R5 normal unnormalized.								
656470	9.5			0		-	0		aoimaiizeu.								
656991	8.5			0 1 2		1 4	0.9		R3 coordinate frames incorret. R5 normals unnormalized.								

March Marc	Student number	point total	req total	extra total	R1 Joint pos R2 Joint rot (1p) (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod	notes / wtf /	SSD on GPU (2p)	animation (3p)	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
Respondence	965131	q		9		2				unnormalized and transformed like a point.(I notice that you reduce the translation) Set w								
696255 11.5	,00101			,					,	R5: Normal								
67271	66253	11.5	9.	5	2 1 2	2	. 4	0.5	5		2	2						
673887 12.5 9.5 3 1 2 2 4 0.5 85.5 Normal vectors of 2 1 1	67171	0		0 (0													
673867 12.5 8.5 3 1 2 2 2 4 0.5 recorded 2 1 1 1 1 1 1 1 1 1 1 1 2 2 1 1 1 1 1	72771	9		9 (0 1 2	2	4)									
First Firs	73987	12.5	9.	5	3 1 2	2 2	4	0.5	5	vectors not	2	2		1				
975755 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0				5 11				0.5		R5 transformed normal like a point. I see that you set translation to 0, but set w component to 0!								
677721							-	0.0	,	Same on Gr G.	1.0	'						
683095 16																		
70695						2	4		1	Good job!	2	•		4				
70603 9.5 9.5 0 1 2 2 4 0.5 normalized. 70604 12 9 3 1 2 2 4 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0						_				occu job.	_							
Note																		
No.		9.5			0 1 2	2 2	4	0.5	5	vectors not								
706443 9 9 9 0 1 2 2 2 4 0 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	700045	10		0						unnormalized and transformed like a point. Same			2					
70695 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0										on GPU.			3					
706919 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0						2	. 4		,									
707138 12 10 2 1 2 2 4 1 1 2 2 2 4 1 1 2 2 2 4 1 1 707277 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																		
707277 0 0 0 0 1 2 2 4 0.5 R5 normals unnormalized. 707316 9.5 9.5 0 1 2 2 4 0.5 R5: Normal vectors not normalized. 707620 9.5 9.5 0 1 2 2 4 0.5 R5: Normal vectors not normalized. 708616 9.5 9.5 0 1 2 2 4 0.5 normalized. 708988 10 10 0 0 1 2 2 4 1 R5: Normal vectors not normalized. 709026 9.5 9.5 0 1 2 2 4 0.5 normalized. 709178 11 9.5 1.5 1 2 2 4 0.5 Same on GPU. 1.5 709903 5 5 5 0 1 2 2 2 0 0 0 R5 normals						2			1		2	,						
707316 9.5 9.5 0 1 2 2 4 0.5 R5 normals unnormalized. 707620 9.5 9.5 0 1 2 2 4 0.5 R5 normals vectors not normalized. 708616 9.5 9.5 0 1 2 2 4 0.5 R5 normals vectors not normalized. 708026 9.5 9.5 0 1 2 2 4 0.5 R5 normals vectors not normalized. 709026 9.5 9.5 0 1 2 2 4 0.5 R5 normals unnormalized. 709178 11 9.5 1.5 1 2 2 4 0.5 R5 normals unnormalized. 70903 5 5 6 0 1 2 2 0 0 0 R5 normals unnormalized. 70903 F5 70903 F5 70 1 2 2 0 0 0 R5 normals unnormalized. 70903 F5 70903 F5 70 1 2 2 0 0 0 R5 normals unnormalized. 70903 F5 70903 F5 70 1 2 2 0 0 0 R5 normals unnormalized. 70903 F5 70903 F5 70 1 2 2 0 0 0 R5 normals unnormalized. 70903 F5 70903 F5 70 1 2 2 1 0 0 0 R5 normals unnormalized. 70903 F5 70903 F5 70 1 2 2 1 0 0 0 R5 normals							_											
707316 9.5 9.5 9.5 0 1 2 2 4 0.5 unnormalized. 707620 9.5 9.5 0 1 2 2 4 0.5 unnormalized. 708616 9.5 9.5 0 1 2 2 4 0.5 unnormalized. 708988 10 10 0 0 1 2 2 4 1 1 709026 9.5 9.5 0 1 2 2 4 0.5 unnormalized. 709178 11 9.5 1.5 1 2 2 4 0.5 Same on GPU. 1.5 709903 5 5 5 0 1 2 2 0 0 0 R5 normals unnormalized. R5 normals unnormalized. R6 normals unnormalized. R7 Same on GPU. 1.5		1		-						R5 normals								
707620 9.5 9.5 0 1 2 2 4 0.5 normalized. R5: Normal vectors not normalized. 708988 10 10 0 0 1 2 2 4 1	707316	9.5	9.	5	0 1 2	2 2	4	0.5	5	unnormalized. R5: Normal								
708616 9.5 9.5 0 1 2 2 4 0.5 normalized. 708988 10 10 0 1 2 2 4 1	707620	9.5	9.	5	0 1 2	2 2	4	0.5	5	normalized.								
708988 10 10 0 1 2 2 4 1 R5 normals unnormalized. 709026 9.5 9.5 0 1 2 2 4 0.5 R5 normals unnormalized. 709178 11 9.5 1.5 1 2 2 4 0.5 Same on GPU. 1.5 709903 5 5 0 1 2 2 0 0 0 R5 normals	100040			_		,				vectors not								
709026 9.5 9.5 0 1 2 2 4 0.5 R5 normals unnormalized. Same on GPU. 1.5 70903 5 5 0 1 2 2 0 0 0 R5 normals unnormalized. Same on GPU. 1.5 R5 normals unnormal										normalized.								
709026 9.5 9.5 0 1 2 2 4 0.5 unnormalized. 709178 11 9.5 1.5 1 2 2 4 0.5 R5 normals unnormalized. 709903 5 5 0 1 2 2 0 0 R5 normals R6 normals R7 normals R8 normals	00900	10	1	0 (J 1 2	. 2	. 4		1	R5 normals								
709178 11 9.5 1.5 1 2 2 4 0.5 Same on GPU. 1.5 709903 5 5 5 0 1 2 2 0 0 0 R5 normals	709026	9.5	9.	5	0 1 2	2 2	4	0.5	5	unnormalized. R5 normals								
709903 5 5 0 1 2 2 0 0 R5 normals	00178	14	0	5 1	5 1	,		0.5		unnormalized.	1.5							
R5 normals										Same on GPU.	1.8	,						
unnormalized. Same on PU. Wrist extra: rotating wrist 2 9.5 2.5 1 2 2 4 0.5 doesn't work. 1.5 1										unnormalized. Same on GPU. Wrist extra: rotating wrist								

Student number	point total	req total	extra total	R1 Joint pos R2 Joint rot (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod		SSD on GPU (2p)	animation (3p)	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
									R5 normals unnormalized. SSD on gpu normals not transfomed								
711218	18						0.5		correctly.	1.5		3	1 3	3			
711263	9				2	4	()									
711810	0	(0						R5: Normal								
712039	14.5	9.5	5 5	1 2	. 2	4	0.5		vectors not normalized.	2		3					
713601	0				. 2	4	0.0	,	normanzeu.			3					
									R5: Normal vectors not								
713928	11.5				2	4	0.5	5	normalized.	2	!						
714477					2 2	4	3.0		R5 normals should be normalized after the summation! You had it correct on GPU tho!								
/145/4	11.5	9.5	2	1 2	2	4	0.5)	R5 normal	2							
716718	9.5	9.5	0	1 2	. 2	4	0.5	5	unnormalized. R5 weight not								
716792	9	9	9 0	1 2	. 2	4	(1	applied to normals.								
717377	0				_			,	mormaio.								
									R5: Normal vectors not								
729637	9.5	9.5	5 0	1 2	. 2	4	0.5	5	normalized.								
730105	9.5	9.5	5 0	1 2	. 2	4	0.5	5	R5 normal not normalized.								
730448	11.5	9.5	5 2	1 2	. 2	4	0.5	5	R5: Normal vectors not normalized.	2	!						
									R5: Normal vectors not								
730969	11.5								normalized.	2	!						
732381	5		5 0	1 2	. 2	0	()									
763282	9.5	9.5	5 0	1 2	. 2	4	0.5	5	R5: Normal vectors not normalized.								
765662	20	9.5	5 10.5	1 2	. 2	4	0.5	5	R5 normals unnormalized. Same on GPU.	1.5	i		4 5	5			
766108	9	ę	9 0	1 2	. 2	4	C		R5 normals unnormalized and transformed like a point. Set w								
768902	0					4		,	component to 0								
. 55502			, ,						R5: Normal								
770084	9.5	9.5	0	1 2	. 2	4	0.5	5	vectors not normalized.								
772040	11	9.5	5 1.5	1 2	. 2	4	0.5		R5 normals unnormalized. Same on GPU.	1.5							
. 7 20 70		9.0	. 1.5		. 2		0.0		R5: Normal vectors not normalized.	1.5							
778109	14.5						0.5		Cool animation!	2	!	3					
779661	3	3	3 0	1 2	. 0	0	(Empty readme.								
779959	9						1		Hope i didn't niss any extras	!							
780210	10	10	0	1 2	. 2	4	1	1									

Student number	point total	req total	extra total	R1 Joint pos R2 Joint rot (1p) (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod	notes / wtf /	SSD on GPU	animation	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
									R5: Normal vectors not								
780223	20.5	9	9.5 1	1 1 2	2 2	2	0.5	i	normalized.	2	2		5	5	4		
781468	0			0													
781866	12				2 2	2 4	1		Good job!	2	2						
782124	0		0	0					R5 normal unnormalized.	I							
782182	13.5).5	4 1 2	2 2	2	3.0		couldn't get IK to work at all, or the animation. I gave some points for correct use of eigen.						2		
.02.02	10.0					-	. 0.0		R5: Normal		-				_		
782357	10	9	0.5 0.8	5 1 2	2 2	2	0.5	i	vectors not normalized.	0.5	5						
782700	14.5	;	9.5	5 1 2	2 2	2	0.5	;	R5: Normal vectors not normalized.				5	5			
									R5 normals unnormalized								
									and transformed like a point. I Notice that you reset the translation, but set w								
783288	9				2 2	2 4)	component to 0	! 0)						
783301	0			0													
783356	5				2 2												
785707	10				2 2	2 4	1										
786146	0			0													
786874	0			0													
787226	0			0					A								
788254	29		10 1	9 1 2	2 2	2 4	1		Awesome! R5 normal	2	2		4 5	i :	8		
788539	9.5		0.5	1 2	2 2	2	0.5	;	unnormalized.								
788788	0			0													
789017	0		0	0													
791610	0		0 (0													
791678	0		0 (0													
793621	9.5				2 2				R5 normals unnormalized.								
795658	1		1 (0 1 0) () () ()									
705755	12.5			3 1		2			R5 normal unnormalized. No weights for	2			1				
795755	12.5		0.5	3 1 2	2 2	4	0.5	1	wrist. R5: Normal		-		1				
818409	9.5				2 2	2 4	0.5	i	vectors not normalized.								
819754	0		0	0													
829948	11	9	0.5 1.5	5 1 2	2 2	2	0.5	;	R5 normals unnormalized. Same on GPU.	1.5	5						
831907	12				2 2					2							
838191	9.5		0.5	1 2	2 2				R5 normal unnormalized.								
853723	0		0	0													
871831 882972	9.5			1 2	2 2	2	0.5		R5 normal unnormalized.	C							

Student number	point total	req total	extra total	R1 Joint pos R2 Joint rot (1p) (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod		SSD on GPU (2p)	animation (3p)	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
883353	9.5	9.	5 0	1 2	2 2	4	0.5		R5: Normal vectors not normalized.								
885665	18.5	9.	5 9	1 2	2 2	4	0.5		R5 normal unnormalized. IK controls very janky, but everything else is as it should be. Good work!	2				7	,		
									R5 normal transformed like a point. Same in								
887799	11								GPU extra.	1.5	i						
892179	10				2 2	4	1										
892292	0		0 0														
892412	12	1	0 2	2 1 2	2 2	4	1		Good job!	2	!						
892690	9.5	9.	5 0	1 2	2 2	4	0.5		R5: Normal vectors not normalized.								
897572	9.5	9.	5 0	1 2	2 2	4	0.5		R5: Normal vectors not normalized.								
897925	11.5	9.	5 2	2 1 2	2 2	4	0.5		R5: Normal vectors not normalized.	2							
903929	0		0 0				0.0		normanzea.								
905833	11		0 1		2 2	4	1		Effort point for dual quat skinning.				1				
903033	- 11		0 1		2 2	-	'		R5 normal transformed like a point. Set w				1				
906971	9.5	9.	5 0	1 2	2 2	4	0.5		component to 0!								
913498	0		0 0														
913511	0		0 0														
913540	0		0 0														
943413	0		0 0														
952352	0		0 0														
									R5 normal								
963354	9.5	9.	5 0	1 2	2 2	4	0.5		unnormalized.								
976260	16.5	1	0 6.5	j 1 2	2 2	4	1		normal not calculated with joints.	1.5			5				
									IK very janky on the skeleton - pretty much unusable. Works okish on provided								
976503	16								skeleton.	2				4			
995212	12								Solid!	2							
995270	17									2	!		5	i			
995319	8		8 0	1 2	2 2	3	0										
995762	9.5	9.	5 0	1 2	2 2	4	0.5		R5 normal unnormalized.								
998743	9.5	9.	5 0	1 2	2 2	4	0.5		unnormalized.								
999263	0		0 0														
1000203	0		0 0														
1001163	0		0 0														
									Please fill the README next time! R5 normal								
1002450	9.5			1 2	2 2	4	0.5		unnormalized.								
1002696	0		0 0														

Student number	point total	req total	extra total	R1 Joint pos (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod	notes / wtf /	SSD on GPL	J animation (3p)	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
									R5 normal unnormalized. Wrist doesn't								
1010921	12.5								rotate.	2	2		1	1			
1011166	10	1	10 (1 2	2 2	2 4	1		Solid!								
1015515	11.5	9.	.5 2	2 1 2	2	2 4	0.5	i	R5 normal not normalized. SSD on gpu indexing wrongly for joints. Wrists dont move when moved, not full implementation.		1		1	I			
									R5 normals								
1031418	9.5	9.	.5 (1 2	2	2 4	0.5)	unnormalized. R3 missing								
1034897	8		8 (0 1 2	2 1	1 4			lines. R5 norma calculation incorrect.	ı							
									R5 normals								
1034907	9.5								unnormalized.								
100063675	5		5 (1 2	2 2	2 ((1	R3 missing								
100065699	8.5	8.	.5 (0 1 2) 1	1 4	0.5		lines. R5 normals unnormalized.								
100003699	5		5 (unnormalized.								
100077032	5		5 (
100082119	5		5 (
100083817	9		9) 1 2	2	2 3	1		R4 you multiply whole transformation with the weight (also matrix component m33), causing the implicit conversion back to cartesian create the strange scaling effect.	S							
									R5 transforming normal like a	ı							
100084638	9.5	9.	.5	1 2	2	2 4	0.5	;	point. w component to 0	!							
100085828	9.5	9.	.5) 1 2	2 2	2 4	0.5		R5 normal accumulation doesn't start from 0.								
100087363	9.5	9.	.5 () 1 2	2 2	2	3.0		R5 normals unnormalized. No extras listed in readme, but you got hours spent on extras?								
									R5 normal								
100088595	9.5						-		unnormalized. R5 normal								
100088812	9.5				2	2 4	0.5		unnormalized.								
100090114	0		0 0	J					No solution file.								
100097625	9		9	0 1 2	2 2	2 4	. 1		Cannot build your assignment for grading without modifications.								

Student number	point total	req total	extra total		R2 Joint rot (2p)	R3 Joint coord frame (2p)	R4 SSD (4p)	R5 normal skinning (1p)	mod		SSD on GPU (2p)	animation	dual quaternion skinning (4p)	wrist joints (5p)	IK (8p)	other skinned models (5p)	other (points)	other (what)
100098349	8.5	0.5			2	2 2	3	0.9		R4 colour shouldn't completely change when rotated, R5 normal unnormalized.								
						2	. 3	0.3)	unnormalized.								
100119587	11				2	2 2	4			SSD on GPU crashes because of indexing aloints1 and aloints2 over their size of 4. Also, the calculation is slightly wrong, the shading doesn't match example.								
100126376	0					2	4			example.	'							
100153873	0																	
27028M	11.5				2	2 2	4			SSD on gpu transforming normal like a point - for normals w component 0. This causes the difference.	1.5							
35564T	10				2													
46477D	9			1	2			. ()		0							
68933B	0		0															
81616N	0		0															
82085F	5	5	0	1	2	2 2	0)									
83818L	11.5	9.5	5 2	. 1	2	2 2	4	0.0	5	R5 normal unnormalized.	2							
k28342	0	0	0															
k90993	9.5	9.5	0	1	2	2	4	0.8	5	R5 normals unnormalized.								