COM3503: 3D Computer Graphics Assignment		
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		The aspects below were considered when arriving at the final mark in each category.
Out of	**Mark**	**Working program (80)**
20	17	Modelling: robot - it is the hierarchical nature that is important including creative head design; room, window, exhibits (phone, egg, swinging spotlight - part of this must swing) and quality.
20	17	Texture: Texture mapping on objects; specular and diffuse map on egg. Quality and attention to detail, e.g. consider stretched, aliased textures; changeable window scene texture.
15	13	Lighting, camera, interface: Spotlight swings in an arc and shines in correct direction; Spotlight bulb appearance changes when switched on/off; Global light sources to illuminate entire scene, interface controls
25	10	Robot animation: five positions with a different pose in each position, smooth motion from position/pose to position/pose and plausible movement, e.g. consider velocity control, facing direction of motion, no collision
		Program Code (20)
20	14	General style, e.g. use of variables rather than literals to promote flexibility, layout of code, methods not overlong, organised classes; Structure for models, e.g. use of separate classes/methods to draw parts of scene. Use of scene graph for drawing a parent child hierarchy, use of variables for altering scene graph nodes; Animation control - should be a flexible solution, e.g. separate class with pose data and interpolation process.
100	**71**	**TOTAL Mark**
late	0	number of days late
100	**71**	**FINAL Mark (after any lateness penalties)**
COMMENTS		
All objects modelled well. I particularly liked the robot's head model. The spotlight should swing in an arc.; The textures look great. I liked the animated texture outside the window.; Good spotlight work. The spotlight should swing.; The individual poses look good. No interpolation between the individual poses.; Good programming style. Good use of classes to manage the complexity of the system. What is good about the work: I particularly liked the robot model. The textures looked good showing attention to detail. What needs to be done to make it better: The spotlight should swing in an arc. You should attempt to use some kind of interpolation to move the robot between the differente poses.		