




<b>MATERI DAN KRITERIA</b> <i>Materials and Criteria</i>		
<b>PROYEK</b> <i>Project</i>		
<b>JURUSAN COMPUTER SCIENCE</b> <i>Computer Science Department</i>		
<b>BERLAKU MULAI SEMESTER GANJIL 2022/2023</b> <i>Valid from Odd Semester Year 2022/2023</i>	<b>Revisi : 0</b> <i>Revision</i>	

### COMP6583 – Computer Graphics

Kriteria <i>Criteria</i>		Nilai <i>Score</i>
• Scene and Renderer		05
• Camera		10
• Objects		15
• Lights		10
• Shadow		05
• Text		05
• Skybox		05
• Raycast		10
• Model		05
• Interaction		05
• Logic		20
• External Documentation		05

Disiapkan Oleh, <i>Prepared by,</i>  <b><u>Renaldy, S.Kom.</u></b> Subject Development Officer	Diperiksa Oleh, <i>Checked by,</i>  <b><u>Indra Dwi Rianto, S.Kom., S.Si., M.T.I.</u></b> Academic Development Section Head
Tanggal : Oct 1, 2022 <i>Date</i>	Tanggal : Oct 3, 2022 <i>Date</i>