Student ***NetID***:_____ Name:_____ Grader Name:_____

EECS 351-1 Grading Sheet: Project A Win 2015

J. Tumblin 1/21/2015

_____**10% Clear illustrated report** with your name project title, goals, user-guide, scene-graph diagram, and at least 4 results pictures?

_____ **5% User instructions:** 'help' key prints on-screen? If you read it, can you run the program?

_____**10% At least two different student-designed 3D parts** more complex than a rectangle or cube, each made by drawing contents of a Vertex Buffer Object (VBO)? (NOTE! Make your own drawing fcns – do not use rectangles/square drawing functions from the starter code!)

_____**10% Per-vertex colors:** student-designed 3D shapes have different colors at each vertex, all held within one vertex buffer object? (e.g. proper use of 'stride' and 'offset' as in Chapter 5).

_____**10% Has 2 or more distinct *kinds* of animated, jointed objects** assembled from parts. Each part drawn with a different sequence of matrix transformations, each object made from a differently-shaped scene-graph? Animate each copy (if more than one) of each kind of object to move independently and continuously.

_____**20% Two or more movable sequential joints** within each of these 2 different *kinds* of objects (with every joint at a different on-screen location. If only 1 joint, only 10% credit)

_____**10% Animation**: On-screen objects move continually (no user actions required)?

_____1**0% Smooth Movements on-screen**. Animation and user-control must make any changes to on-screen location smoothly, continuously. No 'jumps' from place to place.

_____ **5% Keyboard Interaction:**
On-screen objects move and change in response to various keyboard inputs?

_____ **5% Mouse-Click Interaction:**
On-screen objects move and change; respond to mouse clicks?

_____ **5% Mouse-Drag Interaction:**
On-screen objects move and change; respond to mouse dragging?

_____ **EXTRA CREDIT:**
up to 3% : apply more obscure webpage controls & features (buttons, menus, etc.)
up to 3%: object colors change smoothly, dramatically &visibly over time, automatically
up to 3%: object segment shapes change dramatically &visibly over time, automatically
(e.g. robot upper-arm segment changes length and/or width;
lower arm segment changes in a different way…)

==========**TOTAL POINTS/100** (24% of final grade)