

## Rules of HW1

1. Deadline is at 4/21 23:59
2. PLAGIARISM IS NOT ALLOWED
3. Please upload your homework as a zip file. You should create a folder named [student\_ID]\_hw1 (ex:R10922131\_hw1) and put the following files into it and zip it. Make sure that the [student\_ID]\_hw1 folder will appear after unzipping:
  - a. Your code
  - b. Models, audio sources, whatever files you use
  - c. A README.txt explaining roughly how to run your code
4. Grading standard:
  - Baseline: A-
  - Baseline + 2 bonus points: A
  - Baseline + 3 bonus points: A+
  - 1 downgrading for 1 unsatisfied baseline requirements. Ex., If one has accomplished all requirements except only implementing two shading methods, he or she will have a score of B+.

### Baseline:

- Three models shown in one scene.
- Three basic shading methods.
- Four basic transformation methods.
- Three light sources from different positions and directions.

### Bonus:

1. Other shading methods
2. UI: bars, buttons, ... for transforming (rotating, translating, ...) the models
3. Extra models: model file(s) made by yourself which cannot be found on the internet.
4. Animation: meaningful movements (ex. a human body model is "dancing"); cannot be only combinations of the four transformations.
5. Light source: other kinds of sources of light different from a point source of light.
6. Clipping: implementing the clipping methods that can be referenced in the course materials or on the internet.
7. Ray tracing
8. Any other technique (things that are not that simple; if you have questions like "can XXX be a bonus point" please email one of the TAs).