# Computer Graphics Coursework – Self Assessment Document

**Name:** *Ben Tatam* **ID number:** *22511467*

Complete the self-assessment grid below by writing a short explanation of how you have satisfied the requirement and how it has implemented in your code.

|  |  |  |
| --- | --- | --- |
| **Learning outcome** | **Mark** | **Weighted mark** |
| 1. Use appropriate mathematical tools (40%) |  | 0 |
| 2. Develop a 3D graphics application (30%) |  | 0 |
| 3. Write shader code (30%) |  | 0 |
|  | Total | 0 |

Your mark for each Learning Outcome (LO) is the highest mark achieved based on the criteria specified in the self-assessment grid. Note that you will need to have satisfied all criteria at the lower mark bands to be awarded marks in the higher mark bands, e.g., to get a mark in the 70 - 80 band for a learning outcome you will have needed to have satisfied all criteria in the 40 – 50 and 50 – 60 mark bands.

## Learning Outcomes:

**LO1** Select and use appropriate mathematical tools for constructing and manipulating geometry in 3D space.

**LO2** Develop an interactive 3D graphics application using an industry-standard API.

**LO3** Write shader code for the programmable pipeline on modern graphics hardware using an industry standard shader language.

## Self-assessment Grid

|  |  |  |
| --- | --- | --- |
| **Mark** | **Criterion** | **Comments (state how and where you have achieved the criterion)** |
| 42, 45, 48 | LO1: Basic use of vector and matrix objects | I have used vectors throughout for position, rotation etc.. I have used matrix objects for positioning and scaling and rotating objects within my render loop. |
| LO2: Application compiles and runs without alterations to the source code of CMake file. |  |
| LO3: Implementation of shaders to apply appropriate textures to objects. | My walls, floor, crate and teapots all have textures applied through my vertex and fragment shaders. |
| 52, 55, 58 | LO1: Basic use of translation, rotation and scaling transformations. | My walls are all added with different rotations and translations. As well as scaled to increase visibility of my brick texture |
| LO1: Implementation of glm library functions for calculating view and projection matrices. | Commented out at the bottom of my camera.cpp as I am using my own calculation functions |
| LO2: 3D virtual world has been created using instances of a single object type. | I have multiple crates, teapots and walls to create my 3D world |
| LO3: Use of shaders to apply dynamic lighting from point light sources | I have a point light created within my coursework.cpp (ln 282), with the calculation done within my multipleLightsShader.glsl |
| 62, 65, 68 | LO1: Implementation of students own functions for calculating view and projection matrices. | My Camera.cpp is running from my own function, the default glm ones have been commented out. |
| LO2: 3D world created using multiple object types. | I have teapots, crates, walls and a floor |
| LO2: Users can navigate the virtual world using keyboard and mouse inputs. | I have keyboard and mouse inputs to walk, jump, look around all set up at the bottom of my coursework.cpp |
| LO3: Use of shaders to apply dynamic lighting from different types of light sources. | My coursework.cpp has a point light, spotlight and directional light all created in different positions and in different colours starting from ln 282. All calculations are done within my multipleLightsShader.glsl |
| 72 75, 78 | LO1: Implementation of students own functions to replace glm functions (e.g., glm::length(), glm::dot(), glm::cross() etc.). | Not Completed |
| LO1: Implementation of quaternions to calculate rotation matrix. | Not Completed |
| LO2: Interactive dynamic aspects of the virtual word and controllable by the user (e.g., position of objects, location and function of light sources etc.). | Holding left shift rotates all teapots whilst the key is held. |
| LO3: Appropriate implementation of normal and specular maps. | Teapots, floor and walls have normal and specular maps. Teapot has a neutral specular map and crates have a neutural normal and specular. |
| 85, 90, 100 | LO1: Use of quaternions to calculate view matrix. | Not Completed |
| LO1: Use of SLERP to smooth out changes in camera direction. | Not Completed |
| LO2: Implementation of a third person camera with the ability to switch between first and third period view. | Not Completed |
| LO2: The position of the camera or character obeys the constraints of the physical space (e.g., can’t pass through objects, can’t hover in midair etc.). | I have very crude collision detection running at the bottom of my render loop. As well as “gravity” bringing the player back down from jumping. |
| LO3: Use of shaders to apply parameter driven effects within the scene, e.g., light properties controlled using camera/character position. | Not Completed |