

## CG 200 (252/502) Computer Graphics Assignment 1

Name: \_\_\_\_\_

Student No.: \_\_\_\_\_

Prac. Time: \_\_\_\_\_

Item:	Marking criterion:	Actual Marks
Shape	7 different shapes: 7	
	Complexity of the shapes: (own effort-based) 5	
Surface finish	6 different types of surface finishes: 3	
	Complexity of textures and finishes: 3	
	Bump mapping: 1	
	Transparency: 1	
Light source	3 different light sources: (effect, complexity and suitability) 3	
Animation	Reasonable animation: (Design and complexity) 3	
Change	Ability to change as required: 2	
	<b>Total Marks:</b>	/28

Recommend for the on-line exhibition:

Yes No