

CG 200 Computer Graphics Assignment 2

Name: _____

Student No.: _____

Prac. Group: _____

Part A: System performance (32 maximum marks)

Item	Max. Mark	Actual Marks
Modeling of the environment - 3 simple objects - 3 composite objects	1.5 3	
2 light sources	1	
3 different surface finishing	1.5	
Correct Zoom in/out effect by <Z/z>	1	
Level-of-details implementation	2	
Correct rotation of the whole scene by X/Y keys	2	
Reasonable and smooth animation by pressing <A/a>	2	
Correct functioning of the remaining 4 keys (F, S, T, P) (0.5 mark each)	2	
Display of Key Functions: Display in the window (2 mark) or Print in the Terminal (1 mark)	2	
Ability to change the program as requested	2	
Quality and reasonable setting of objects	4	
Complexity of the animation	3	
Texture on the objects	3	
Other effects such as transparency, foggy etc.	2	

Part B: Report (8 maximum marks)

Item	Max. marks	Actual marks
General quality of the report	4	
Describe and justify the choice of algorithms	2	
Properly documented code	1	
Clearly quote the external references and resources	1	

Total:

/40