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 **Complexity of the animation** **Texture on the objects** **Other effects such as transparency, foggy etc.**	4 3 3 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**