General Instructions on Assignment Submission

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Table 1: Quick checklist for submission of your assignments.

Subject	Item	Penalty
Platform	Windows 10+VS 2019 (or Ubuntu+GCC+makefile)	no credits
	NVIDIA GeForce GPUs and Intel CPUs	
Project	No project/solution (or no makefile in Linux)	no credits
	Use *Release* Build (No Debug Build)	-10 pt
	Use /MT flag	-10 pt
	Do not generate Manifest	-10 pt
	Do not generate Debug Info	-10 pt
	Delete all the temporary files and directories	-10 pt
	- e.g., *.VC.db, *.sdf, *.ipch, *.iobj, *.ipdb	
	- e.g., /.vs/ (typically hidden), /ipch/, /Release/, /Debug/	
Program	An executable should run without crash.	no credits
	No C++ compilation errors	no credits
	No C++ compilation warnings	-10 pt
Report	Should be written in English	-10 pt
	Use PDF file format	-10 pt
	No embedded code in the report	-10 pt
General	Late or no submission	no credits
	Naming as STUDENTID-NAME-A#.zip	-10 pt
	Cheating in any cases (e.g., from web or friends)	F grade
OpenGL (CG only)	Use modern-style OpenGL.	no credits
	No OpenGL shader compilation errors	no credits
	No OpenGL shader compilation warnings	-10 pt

1. Platform

- Submissions are rated in Windows 10 machines with Intel CPU and NVIDIA GeForce GPU (with the latest drivers).
- For Linux, Ubuntu is recommended. A makefile should be prepared. You can assume 3rd-party libraries (e.g., GLFW) are installed using standard way (e.g. sudo apt-get install *).
- Mac or Mac-compatible source code are not accepted.
- (OpenGL/CG only) GPU drivers of Intel/AMD cards are often problematic. I recommend testing a program with the latest NVIDIA drivers.

2. Visual Studio Configuration

When you submit the *entire project files*, including sources, headers, and auxiliary files, you need to the following instructions.

- Use Microsoft Visual Studio Community Edition.
- Configure a project as *Release* Build (otherwise, -10 pt).

How to ensure that your program works without visual studio
Following the next three instructions is the easiest way to make sure that your program runs in any other windows machines in which visual studio is not installed. Do what follows in your project properties (right click on project name):

- C/C++ ▷ Code Generation ▷ Runtime Library ▷ Multi-threaded (/MT)
- Linker ▷ Manifest File ▷ Generate Manifest ▷ No
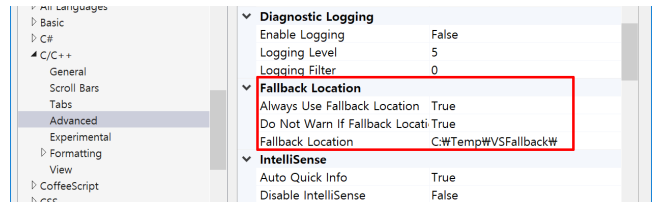- Linker ▷ Debugging ▷ Generate Debug Info ▷ No

Figure 1: Using fallback location in Visual Studio Option.

How to remove large temporary files

- VS uses large temporary files (e.g., *.VC.db, *.sdf, *.ipch, *.iobj, *.ipdb) and directories (e.g., */.vs/*, /ipch/, /Debug/); note that *.vs is typically hidden*. Make sure to remove them before submission (otherwise, -10 pt).
- To permanently move .vs directory out of your project, please use a different *Fallback Location* as shown in Figure 1.
- If the size of your zipped file is greater than 1 MB (excluding 3D models/textures), please verify again that you really deleted all the temporary files and directories (e.g., /.vs/).

3. Implementation

- All the programs for assignments should be compiled without any warnings and errors and run successfully.
- If the program is not compiled, then you will get no credits for the project (including a report).
- If warnings are found during the compilation, you lose 10 pt.
- All OpenGL programs should follow the *modern style* as taught in the class; do not use *old-style* functions such as glBegin(), glEnd(), glVertex3f(), and glTranslatef(). If the old style is found, you might be suspected of cheating from the web.

4. Report

- A report should be written in English (otherwise, -10 pt).
- The name of the file should be STUDENTID-NAME-A#.pdf.
- Use PDF file instead of HWP/DOC files (otherwise, -10 pt).
- Make sure *exclude* the code in your report (otherwise, -10 pt).
- Do not exceed 3 pages in the report length (including covers).

An example layout of a report would be:

- Cover: Title, Your affiliation, Your Student ID, Your Name
- Algorithms and data structures
- Advanced features not covered in the class (if using any)
- Discussions (one or two paragraphs)

5. General Grading Policy

- Any late submissions after the due are not accepted.
- Use for compression (e.g., *zip*, *7z*, or *rar*), naming as STUDENTID-NAME-A#.zip (otherwise, -10 pt).
- If cheating is found from any sources (e.g., web or your friends), you will not pass this course, getting the *F* grade.