

## **CSC D18 – Computer Graphics**

### **Assignment 3 feature Checklist**

For each crunchy feature, please indicate if it's fully or partially working, or not implemented place a checkmark in the corresponding column). If fully or partially working, indicate the test image name for the image that shows this feature being used in a rendered scene.

<b>Feature</b>	<b>Working</b>	<b>Part-working</b>	<b>Not implemented</b>	<b>Test Image Name</b>
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Multi-threading (no test image needed!)				
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CSG or Hierarchical objects				
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Normal mapping				
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Other (specify) mapping				
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Depth of Field				
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Photon Mapping				
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Dispersion				
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RT Acceleration				
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Meshes				
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Ray Marching				
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Diffuse Reflection				
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Animation				
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**Notes:** (please add here anything else we should look at when evaluating your work for A3!)