(https://profile.intra.42.fr)

SCALE FOR PROJECT SCOP (/PROJECTS/42CURSUS-SCOP)

You should evaluate 1 student in this team

★

Git repository

```
git@vogsphere.msk.21-school.ru:vogsphere/intra-uuid-15ced
```

Introduction

Please respect the following rules:

- Remain polite, courteous, respectful and constructive
throughout the correction process. The well-being of the community
depends on it.

- Identify with the person (or the group) graded the eventual
dysfunctions of the work. Take the time to discuss
and debate the problems you have identified.

- You must consider that there might be some difference in how your
peers might have understood the project's instructions and the
scope of its functionalities. Always keep an open mind and grade
him/her as honestly as possible. The pedagogy is valid only if
the peer-evaluation is conducted seriously.

Guidelines

- Only grade the work that is in the student or group's
GiT repository.

- Double-check that the GiT repository belongs to the student
or the group. Ensure that the work is for the relevant project
and also check that "git clone" is used in an empty folder.

- Check carefully that no malicious aliases was used to fool you
and make you evaluate something other than the content of the
official repository.

- To avoid any surprises, carefully check that both the correcting
and the corrected students have reviewed the possible scripts used

to facilitate the grading.

- If the correcting student has not completed that particular
project yet, it is mandatory for this student to read the
entire subject prior to starting the defence.

- Use the flags available on this scale to signal an empty repository,
non-functioning program, cheating etc. In these cases,
the grading is over and the final grade is 0 (or -42 in case of
cheating). However, with the exception of cheating, you are
encouraged to continue to discuss your work (even if you have not
finished it) in order to identify any issues that may have caused
this failure and avoid repeating the same mistake in the future.

Attachments

⬜ subject.pdf (https://cdn.intra.42.fr/pdf/pdf/52185/en.subject.pdf)

⬜ minilibx_mms_beta.tgz (/uploads/document/document/9252/minilibx_mms_beta.tgz)

⬜ minilibx-linux.tgz (/uploads/document/document/9253/minilibx-linux.tgz)

⬜ minilibx_opengl.tgz (/uploads/document/document/9254/minilibx_opengl.tgz)

⬜ resources.tgz (/uploads/document/document/9255/resources.tgz)

Preliminaries

Nothing out of the ordinary.

The basics

If at least one of the following points fails, the defense stops.

- git clone at the beginning of the defence.
- There is something in the git repository.
- The Makefile is ok

        ⊘ Yes   ✕ No

Libraries

In this section we'll check that only the libraries authorized
in the subject are used. For the management of windows and
events. No library allowed for the matrix, the shaders or the obj files management.

        ⊘ Yes   ✕ No

Do the job

Display

In this section check that a window opens properly and that a 3D object is displayed. The hidden sides must be properly managed.

⊘ Yes   ✕ No

Perspective

The object is in perspective: what's in the back is smaller than what's in the front.

⊘ Yes   ✕ No

Colors

Check that there is indeed one color per side. Try out with an object that has sides that are not triangles. This question is considered OK as well if an algorithm to triangulate sides which aren't is implemented. In this case it's normal to have triangles of different colors.

⊘ Yes   ✕ No

It turns

The object turns, around what should be gravity center on the vertical axis. It's not turning around an edge.

⊘ Yes   ✕ No

Movements

It's possible to move the object on the 3 axis using 6 keys. When moved, the object still turns around its own axis.

⊘ Yes   ✕ No

Textures

Pressing a specific key allows the smooth appearance of a texture on the object. The texture don't need to be applied perfectly on every faces but there needs to be some were it's accurate (see example in the subject).

⊘ Yes   ✕ No

42

The 42 object is loaded, it turns on the right axis, it's
movable, sides are of different shades of gray, there is
kittens/ponies/unicorns as a texture.

    ⌀ Yes   ✕ No

Something else

Some other simple obj files are parsed and properly displayed.
At least teapot2.obj but some others is also good.

    ⌀ Yes   ✕ No

Bonus

obj files

Non trivial obj file rendering: non coplanar, concave sides,
triangularisation. Check with teapot.obj and at least another
ambiguous obj file.

    ◯   **Rate it from 0 (failed) through 5 (excellent)**

Texture ++

The texture isn't distorsed on any of the sides.

    ⌀ Yes   ✕ No

Other ?

A lot of bonuses :)

    ◯   **Rate it from 0 (failed) through 5 (excellent)**

Ratings

Don't forget to check the flag corresponding to the defense

✔ Ok ★ Outstanding project

▪ Empty work ▪ Incomplete work 🗨 No author file 💀 Invalid compilation 📜 Norme

🖥 Cheat ♟ Crash ⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation

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