☰     🔍 (https://profile.intra.42.fr/searches)                    **efrank**

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# SCALE FOR PROJECT RT (/PROJECTS/RT)

You should evaluate 4 students in this team

★

Git repository

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## 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 and
only if 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, a norm error, 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

◇ **General presentation of RTv1 and RT**

General presentation of RTv1 and RT (https://cdn.intra.42.fr/video/video/921/rtv1-rt_en.mp4)

◇ **Présentation générale RTv1 et RT**

Présentation générale RTv1 et RT (https://cdn.intra.42.fr/video/video/101/rtv1-rt.mp4)

🗐 Subject (https://cdn.intra.42.fr/pdf/pdf/1873/rt.en.pdf)

🗐 Demo (/uploads/document/document/30/Demo.zip)

# Preliminaries

*Reminder : Remember that for the duration of the defence, no segfault, nor other unexpected, premature, uncontrolled
or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule is active
thoughout the whole defence.*

**Basic stuff**

Check the following:
- Something was submitted
- The author file is at the root of the repository and formatted
as explained in the subject.
- Norm is OK (using the norminette)
- The whole groupe is present

If at least one isn't ok defence the is over and final grade is 0.

            ☑ Yes                                              ✕ No

# Mandatory part

*This part match up the RTv1. It is mandatory and eliminatory. If parts are missing, the defense ends, the final grade is 0. As stipulated in the subject: "The mandatory part is worth 0 and options will reward points only if the mandatory part is 100% complete". The subjects requires 3 scenes (see illustration in the subject) to validate quickly and easily the mandatory part. That's when the groupe is supposed to raytrace them.*

### Exposes without recalculation

Drag a window above the window of rt, change the keyboard focus from one window to another. Does it draw again? with or without calculation ? Check if there is indeed an event management implemented => mlx : use of mlx_expose_hook with a dedicated function, ask the student to convince yourself by modifying the code (adding a printf at each expose for example). Verify that the calculations are not done again. => Whatever the method, it should go faster to display again without recalculation. If any doubt, see the code. The great classic is the use of images of the minilibX.

☑ Yes                ✕ No

### Objets

Verify that the 4 basic shapes are present, that they can be in the same scene, and that several objects of the same type can also coexist. Check that each object has its own simple intersection function. All objects must be able to be in any position and direction (undergo translations and rotations). Finally, the intersections between objects must look coherent (between a plane and a sphere, it must be similar to what you can see in the demo / intro video)

☑ Yes                ✕ No

### Did you know ?

REM are the initials of Rapid Eye Movement. Can the eye be placed anywhere in the scene? And looking to any direction? Verify that image 2 to be realized is indeed the same scene as image 1, with only a shift of the eye.

☑ Yes                ✕ No

### Lights

Is brightness present on the objects? (color gradient
on the object: from the brightest on the side of the spot, to
the darkest on the non-illuminated sides). Shadows are present?
Shine effects are present? (Or specular light: the color of the spot is
added to the color of the object, often creating a small white
spot == saturation of the light at this location) Finally,
proper multi-spot management: brightness is mixed, multiple
gradients according to the position of the spots, shadows are
shaded according to the number of visible / hidden light sources.
Image 3 makes it possible to verify these aspects.

    ☑ Yes                 ✕ No

# Options

*Reminder : Remember that for the duration of the defence, no segfault, nor other unexpected, premature, uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule is active thoughout the whole defence. There is a lot of options. Since the large posibility and range of possible options for the RT, the success grade isn't very high. With a fair number of option it should be a pass but less XP than with MORE options.*

**Scene files**

There is a descriiption file for the scene.

    ☑ Yes                 ✕ No

**File ++**

Scene files are in XML, or following a proper stucture or
hierachy. To make it simple it's not just a file with one
information per line or basic blocs separated by just an
empty line..

    ☑ Yes                 ✕ No

**Ambiance light**

No objects is never really in the dark.

    ☑ Yes                 ✕ No

**Ambiance ++**

More points if the ambiance light can be managed from a
configuration file.

⊘ Yes                                              ✕ No

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**Limited objects**

For this section give one point for each of the following:

- It's possible to slice objects on the x,y,z axes.
- It's possible to choose the slice from simple or really
position (a cylinder can be sliced following its own axis
or following a real axis)
- Rotations and translations still works after the slice.
- The slice effect is unique to every object and not applied
on all of them.
- It's possible to slice the plane differently than on the axes
(if you limit it on x and y, you'll get a square) like for
example a triangle or a disc.

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

( 5 )

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**Disruptions**

One point per implemented disturbance:

- Normale disruption: using sine for example which gives a wave
effect.
- Color disruption: checkerboard for example.
- Color disruption: a more complicated algo to disrupt the
color.
- Color disruption: a very complicated algo for example Perlin
noise (this one is worth 2 point expect if it's the only one
implemented then don't count the last point).

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

( 5 )

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**Direct light**

We're blinded by light spot facing us.

☑ Yes              ✕ No

## Parallel light

A parallel light can light up the scene, following a precise direction. (Unlike a spot that will emit light to a precise point).

☑ Yes              ✕ No

## Reflection and transparancy

One point per implemented option:

- Reflection works, there is a mirror effect.
- It's possible to change the % of reflection (it's not all or nothing)
- Transparancy work we can see through
- The refraction index works (if required check the Descartes formula in the code)
- It's possible to change the transparancy %.

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

5

## Shadows and transparency

Is the shadow more or less darken if the object is transparent?

☑ Yes              ✕ No

## Textures

For this section give one point for each of the following:

- It's possible to apply a texture on at least one of the 4 basic objects.
- It's possible to apply a texture on the 4 basic objects.
- It's possible to stretch (or the opposite) a texture on an object.
- It's possible to shift a texture on an object.
- Another library than minilibX and its xpm was used to load texture (jpeg, png, ...).

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

5

## More texture applications

One point per implemented option:

- A texture can be used to disrupt an object's normale (bump
mapping roughly)
- A texture can be used to modify at some places of an object
its transparancy.
- A texture can be used to limit or slice an object.
- A texture on a semi-transparant object serve as a slide and
is projected on another object. (2 points)

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

**3**

## Composed elements

It is possible to define a composed element using simple objects.
For example a cube can be made with 6 limited planes, a "glass"
can be made with limited cone + cylinder + sphere. It's possible
to put several time the same composed elements but at different
positions or orientations (if it's not the case, the composed
element is useless...)

⊘ Yes                                                ✕ No

## Negative objects

It's possible to substract an object from another or deform an
object with another one. For example:
- A negative sphere that will make a hole in a plane
- A cylinder will deform another perpendicular cylinder
to its core.

⊘ Yes                                                ✕ No

## Simple native objects

Everything that can be solved with a smaller or equal complexity
than sphere/cylinder/cone (which are of second degree of complexity)
mostly paraboloid et hyperboloid. If at least one object of this
nature this section is validated.

⌣ Yes ✕ No

## Usual visual effects

One point per implemented effect:

- Antialiasing
- Cartoon effect
- Motion blur
- Sepia or any other color filter
- Simple stereoscopy (like red/green glasses)

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

( 2 )

## Technical effects

Here again one point per implemented effect:

- Clustering rendering (computed on several computers) (2 points)
- Multi thread computing
- The rendering is really fast
- It's possible inside the RT to save, screenshot the rendered image.

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

( 3 )

## Environment

5 possibility for 5 points:

- There is a summury interface: a graphic loading message, a progress bar, something more than just terminal messages.
- There is a cool interface (made with gtk or QT) with configuration elements like file loading, render control, etc. (if true also count for the first point)
- It's possible to interact with the scene live (camera or object position, colors or textures...) without rerunning the program.
- It's possible to automatically render with modification between the rendering (no interface needed a serie of scripts can be used here).

**- It's possible to automatically render objects for a scene**
for example a torus made of a serie of sphere, and helix
made of spheres and cylinders...

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

( **3** )

# Interlude

*Let's take a break to evaluate the group organisation.*

### Group organisation

Evalute here how the was the group organised to work through
the corewar project. Here again a lot of scenarios are
acceptable stay open. Don't validate this if you feel like
like the group is messy and didn't really show any bit of
organisation, or time management. This question is purely
objective and is recognized as such. Know that subjective
judgment of a hierachy is part of your professionnal future
and even if you don't understand it yet, you can act on it.

☑ Yes                                                    ✕ No

# More options

*It's possible to make a lot of cool stuff with a RT.*

### Exotic objects

One point per implemented exotic object:

- Perforated cube
- Table cloth
- Torus
- Random equation resolution from a configuration file (the GNU lib
does it well)
- More (fractal objects, etc.) as much as implemented up to 5.

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

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### In bulk

Here again one point per implemented option:

- A video made from your RT (share the love on the forum)
- Modelers files: it's possible to import pov or 3ds files
(for example), and you can render them with your RT.
- Using 3D TV technology or OculusRift !
- Infrequent spot: like a light bulb filament, the light
source is infrequent and shadows don't have sharpness.
- Any other crazy stuff.

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

( 3 )

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### The Moebius ribbon

A cool and well implemented Moebius ribbon !!

&#10003; Yes &#10007; No

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### Caustics and/or Global illumination

That's super cool don't forget to share images on the forum and slack.

&#10003; Yes &#10007; No

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### The last.... and the least

Is it beautiful? It's 100% subjective, but everyone has different
tastes.

&#10003; Yes &#10007; No

# Ratings

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

&#10003; Ok | ★ Outstanding project

&#128196; Empty work    &#128196; Incomplete work    &#10071; No author file    &#128128; Invalid compilation    &#128220; Norme

&#128196; Cheat    ♆ Crash    &#128100; Incomplete group    &#128167; Leaks    &#8709; Forbidden function

# Conclusion

**Leave a comment on this evaluation**

omggg it looks so
pretty. very nice job. I

**Finish evaluation**

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