2012 Winter EECS 351 Grading Sheet: Project A

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Student Name:_____ Grader Name:_____

_____15% Clear illustrated report with your name project title, goals, user-guide, code-guide, and at least 4 results pictures?

_____ 5% User instructions: 'help' key prints on-screen? If you read it, can you run the program?

_____ 5% Complete: project compiles and runs with 0 errors 0 warnings for your own code; uses GLUT or freeGLUT, OpenGL, CodeBlocks(or better) on the author's machine?

_____ 10% Proper use of GLUT callback functions? Anmation changes, responds sensibly to:
a) one or more keyboard keys; b) left & right mouse click, c) mouse drag (left & right)

_____10% Uses NO glVertex() calls, but instead uses arrays of vertices (or buffer objects) to create openGL basic drawing primitives (e.g. points, lines, triangles, triangles)?

_____10% Has 2 or more distinct *kinds* of objects (should be hinged or jointed) and made from openGL drawing primitives? (can't be made entirely of GLUT primitives!)

_____20% Two or more movable sequential joints (>=3 non-trivial jointed segments)
(10% for each *kind* of jointed object. If only 1 kind, only 10% credit)

_____ 10% Animation: On-screen objects move continually (no user action required)?

_____ 5% Interaction: On-screen objects move/respond in response to keyboard inputs?

_____ 5% Interaction: On-screen objects move/change/respond to mouse clicks?

_____ 5% Interaction: On-screen objects move/response to mouse dragging?

==========TOTAL (15% of final grade)

_____ EXTRA CREDIT
up to 4%: apply more obscure GLUT callbacks & features (text, pop-up menus, etc.)
up to 4%: change object colors over time, automatically