Exam Marking Criteria & Standards for Sample Exam

CRITERIA	STANDARDS				
	HD	**DI**	**CR**	**PS**	**FL**
Describe, explain and assess algorithms for common graphics system processing operations. Q4(a) 10/120 Q4(b) 10/120	Provide thorough and concise discussions, descriptions, definitions and/or explanations that are correct.	Provide concise discussions, descriptions, definitions and/or explanations that are mostly correct.	Provide discussions, descriptions, definitions and/or explanations that are more often correct than not.	Provide some discussions, descriptions, definitions and/or explanations that are partly correct.	Provide general or miscellaneous facts.
List and briefly describe properties of a common graphics system entity. Q1(a) 9/120 Q4(c) 10/120	All properties are listed and concise descriptions are correct.	All properties are listed and concise descriptions are mostly correct.	Most properties are listed and their descriptions are mostly correct.	A majority of properties are listed and their descriptions are generally correct.	Some properties are listed and some descriptions are correct.
Explain and justify an approach for modelling objects in 3D Q1(c) 10/120 Q1(d) 5/120 Q2(c) 8/120	Provide a thorough and concise explanation, with reasons, all of which are correct.	Provide a concise explanation, with reasons, all of which are mostly correct.	Provide an explanation, with reasons, that is basically correct.	Provide an explanation with limited reasoning that is basically correct.	Provide general or miscellaneous facts.
Specify matrices for transforming objects in 3D Q2(b) i),ii) 8/120	Each matrix is written down correctly.	There is one logical error in the elements of the two matrices.	There are two logical errors in the elements of the two matrices.	There are three or four logical errors in the elements of the two matrices.	There are more than four logical errors in the elements of the two matrices.
Explain an approach for transforming objects in 3D Q2(a) 10/120 Q2(b) iii) 4/120 Q3(a) 8/120	Provide a thorough, concise and correct explanation.	Provide a concise explanation that is mostly correct.	Provide an explanation that is basically correct.	Provide an explanation that is partly correct.	Provide general or miscellaneous facts.

Explain an approach for viewing objects in 3D Q3(b) 10/120	Provide a thorough, concise and correct explanation, with mathematics, of establishing the system.	Provide a concise and mostly correct explanation, with mathematics, of establishing the system.	Provide a generally correct explanation, with mathematics, of establishing the system.	Provide a basically correct explanation of establishing the system.	Provide general or miscellaneous facts.
Explain an approach, for projecting objects in 3D Q3(c) 12/120	Provide a thorough, concise and correct explanation.	Provide a concise and mostly correct explanation.	Provide a generally correct explanation.	Provide a partly correct explanation.	Provide general or miscellaneous facts.
Specify operations of a graphics system Q1(b) 6/120	Name each of the stages correctly.	Name each of the stages, mostly correctly.	Name most of the stages, mostly correctly.	Name some of the stages, mostly correctly.	Provide general or miscellaneous facts.