
ITC363

Charles Sturt
University

Computer
Graphics

SEAN MATKOVICH
STUDENT ID 11187033

Presentation

Task 1

1. Ubuntu 14.04 LTS (64 bit) and Windows 7 (64 bit)
2. Intel HD Graphics 3000 in processor (Intel® Sandybridge Mobile) and Gigabyte GTX 760.
3. gedit and Notepad++
4. Google Chrome 43.0.2357.134 (Official Build) (64-bit) Linux and 43.0.2357.134 (Official Build) m (32-bit) Windows
5. No problems with set up, works well in both environments.

Task 2

1. No problems in running provided textbook code.
2. No enduring issues requiring attention.

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Assessment item 1

Assignment 1

Value: Satisfactory/Unsatisfactory

Due date: 27-Jul-2015

Return date: -

Submission method options

EASTS (online)

Alternative submission method

Task

Task 1

After you have completed the activities described in the document Setting up for WebGL, accessible via the Getting Started link on the subject's Interact site, and have contacted the subject coordinator regarding any problems arising, provide the following information in your assignment submission:

1. The name of your computer's operating system, including version number;
2. The full name of your computer's display adapter;
3. The name of the editor you will be using to write JavaScript code and HTML;
4. The version number of the Google Chrome browser you will be using;
5. Whether any problems that arose during setting up still require attention.

Task 2

After you have completed the activities described in the document Setting up the Code, accessible via the Topic 2 Study Guide, and have contacted the subject coordinator regarding any problems arising, provide the following in your assignment submission:

1. A brief statement as to whether there were any problems in running the textbook code;
2. A description of any problems that still require attention.

Task 3

Participate in both of the Forum Discussions listed below. Each discussion will be started by the subject coordinator, providing some suggestions to start the discussion.

- Programmable Graphics Pipeline: Explain what it means to say that a graphics pipeline is programmable, and discuss any advantages or disadvantages such programmability may incur.
- Additive and subtractive colour models: Explain the difference between an additive colour model and a subtractive one, and discuss what causes this difference and in what situations each would be used.

Rationale

This assessment is designed to:

- Promote your early engagement with the subject;
- Assess your progress towards meeting subject learning outcome 1;
- Assist you to develop your learning through discussion of the principles covered in Topics 1-2 of the subject.

Marking criteria

Assignment 1 Marking Criteria & Standards

ITC363 Computer Graphics – Assignment 1

CRITERIA	STANDARDS	
	Satisfactory	Unsatisfactory
Able to install software for using a standard graphics library.	Tasks 1 and 2 submissions indicate software was properly installed.	Tasks 1 and 2 submissions indicate software was not properly installed.
Able to report clearly system information pertinent to a graphics system.	System information was reported clearly for Tasks 1 and 2.	System information was not reported clearly for Tasks 1 and 2.
Shows progress towards being able to assess the features of a graphics system.	Participates satisfactorily in the forum discussions specified in Task 3.	Does not participate satisfactorily in the forum discussions specified in Task 3.

Presentation

The assignment presentation consists of two components:

1. A short submission via EASTS for Tasks 1 and 2, presented as described in Appendix 1, Assessment Information, under subheading Presentation.
2. Your participation in the Interact Forum Discussions for Task 3. Other than this normal forum participation, there is no need for a formal submission of material for Task, either via Interact or as an entry in your EASTS submission.