IN3005: Computer Graphics 2022 interim coursework marking scheme

Student	
Marker	Dr. Eddie Edwards

Marks available for each section:

Task 1: 15%	Object design
Task 2: 15%	VBO design
Task 3: 20%	Implementation in the template code
Task 4: 20%	Shader implementation
Task 5: 10%	Camera positioning
Task 6: 10%	Texture mapping
Task 7: 10%	OBJ file

	Marking criterion	Mark	Out Of	Comments
Task 1 - Object design (15%)	Diagram		3%	
	Vertex coordinates		3%	
	Normals		3%	
	Texture coordinates		3%	
	Triangles		3%	
Task 2 - VBO design (15%)	VBO design		8%	
	VBO - OpenGL calls		7%	
Task 3 - Implementation in the template code (20%)	Class create function with correct VBO implementation		8%	
	Correct Strides		8%	
	Placement and visibility in the scene		4%	
Task 4 - Shader implementation (20%)	Shaders required (vertex and fragment)		2%	
	Vertex shader implementation		7%	
	Fragment shader implementation		7%	
	Use of shader in Game.cpp		4%	
Task 5 - Camera positioning (10%)	Camera motion (circle)		10%	
Task 6 - Texture mapping (10%)	Adding the texture image		5%	
	Does the texture appear correct?		5%	
Task 7 - OBJ file (10%)	Copying of the object into OBJ file format		10%	
Plagarism check			0%	
Total			100%	