**Graphics 1 (5CC509) – Feature Checklist 2020/2021**

Student Number: 100488290

Please complete this checklist and include it in the zip file with your submission. If you have completely implemented a feature, then you can just state ‘Complete’. If there are known issues with the implementation of a feature, please provide details.

**Basic Requirements Required for Pass (40% or greater)**

|  |  |
| --- | --- |
| **Requirement** | **Level of Implementation/Details** |
| Submission contains ‘Standalone’ and ‘Source’ folders inside the zip file | Completed |
| Standalone version runs on any computer (i.e. in MS214 or MS215, it is your responsibility to ensure this). Note that you should not hardcode a path to the model you display. Any path should be relative to the location of the executable | Completed |
| Solution builds without any errors or compiler warnings | Completed |
| Implementation Log provided in #ip file | Completed |
| Feature checklist provided in zip file | Completed |
| Code displays a 3D wireframe model loaded from a .MD2 file | Completed |
| Model can be rotated around X, Y and Z axes, scaled and translated in world space. | Completed |
| Demo video | Completed |

**Additional Features Required for Grade of 50% or Greater**

|  |  |
| --- | --- |
| **Requirement** | **Level of Implementation/Details** |
| Code implements back face culling | Completed |
| Code implements polygon sorting | Completed |
| Code implements flat shading using Windows GDI calls | Completed |
| Code implements ambient lighting | Completed |
| Code implements a directional lighting source showing diffuse lighting | Completed |

**Additional Features Required for Grade of 60% or Greater**

|  |  |
| --- | --- |
| **Requirement** | **Level of Implementation/Details** |
| Flat shading implemented using your own rasterization code | N/a |
| Code implements a point lighting source showing diffuse lighting | Completed |

**Additional Features Required for Grade of 70% or Greater**

|  |  |
| --- | --- |
| **Feature** | **Level of Implementation/Details** |
| Implementation of Gouraud shading | N/a |
| Implementation of specular lighting for directional and point light sources | N/a |

**Additional Features Required for Grade of 80% or Greater**

|  |  |
| --- | --- |
| **Feature** | **Level of Implementation/Details** |
| Implementation of spot lights | N/a |
| Implementation of texturing without adjustment for perspective transformation | N/a |

**Additional Features Required for Grade of 90% or Greater**

|  |  |
| --- | --- |
| **Feature** | **Level of Implementation/Details** |
| Implementation of texturing adjusted for perspective transformation | N/a |

|  |  |
| --- | --- |
| **List any other features implemented** | **Details** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |