

ME, CprE, HCI, CS 557
Computer Graphics and Geometric Modeling

Homework Evaluation

Please evaluate the contribution of your group member for homework **No. 3 - Light and Materials**.

Please use one form for each team member in your team.

Name:

1. Contribution

How to you assess the contribution of your team member. Select only one option:

- ☐ Lead contribution (3pt)
- ☐ Major contribution (2pt)
- ☐ Minor contribution (1pt)
- ☐ No contribution (0pt)

Please explain your decision:

Explanation:

- Select "lead contribution" if you believe this team member was the major developer who worked most on concept, code, ideas, etc.
- Select "major contribution" if the homework could **not** be successfully completed without the contribution of this team member.
- Select "minor contribution" if the team member contributed to the success, but the contribution is not critical for the homework (e.g., aligned the names of all functions).
- Select "No contribution" if the team member did not contribute anything.
- Note: contributions are code contributions, discussions, working on parameters, testing, pushing code to git, organizing the meeting, etc. Do not solely consider programming as contribution.

2. Approachable

Please assess how approachable your team member when preparing the homework.

Some hint that may help you to assess this:

How "easy" you could work with your team member. Was your team member open for discussion and accepted critic? Could you contact your team member via email? Did your team accepted and worked on ideas from other team member or did he/she solely followed own ideas. But, this does not mean that your team member must accept everything. Critic and discussion in all direction is good.

Please select one option:

- ☐ Open and approachable (3pt)
- ☐ Approachable (2pt)
- ☐ Less approachable (1pt)
- ☐ Very difficult to work with (0pt)

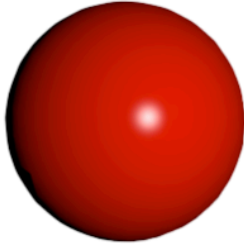
Please explain your decision:

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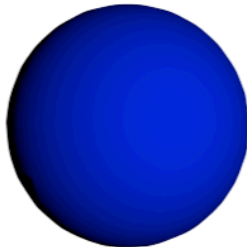
- Select "Open and approachable" if your team member was available, open for discussion and critic, contributed to ideas of other people, was - in general - easy to work with.
- Select "Approachable" if **one** of this option is correct: the team member did not discuss ideas of other people. The team member did not want to work on ideas of other people. The team member did not accept criticism. The on-campus team member could not find time to join the team work and solely worked via email or video conference (except online students - that's ok for them). It was always required to convince / push the team member to do the work.
- Select "Less approachable" if **multiple** of the criteria mentioned apply to this team member.
- Select "Very difficult to work with" if team work was impossible.

3. Solution

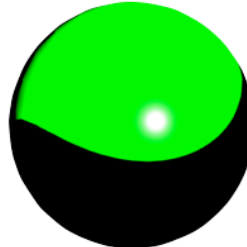
Please assess your solution. Focus on the second problem.



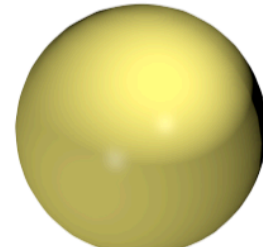
Highlight on
the surface of
a diffuse object



Diffuse surface,
no highlights are
visible



Spotlight with
small highlight and
sharp cutoff angle



Little highlight and
smooth cutoff angle

Select an option if you think your solution looks similar to the reference picture shown above.
You can check multiple options:

- ☐ Red sphere: small spotlight is visible + diffuse light which fades out in a black shadow along the visible edge (point light with attenuation) (1pt).
- ☐ Blue sphere: diffuse illumination with attenuation, no highlight.
- ☐ Green sphere: a sharp edge between the spot and the remaining area is visible; the sphere outside the spotlight appears black = no ambient light. The spot shows a specular highlight and a bright diffuse green color with almost no visible attenuation (or no attenuation).
- ☐ Yellow sphere: a little highlight is visible + a soft diffuse light (ambient + diffuse color are almost similar, low attenuation, low reflection intensity to "dim" the light - or - low light intensity.)

Comments: