**CS370 Final Project**

**Evaluation Form**

What grade (0-4) do you feel your project deserves? \_\_\_\_\_\_\_\_\_3.0\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Explain where in your project you demonstrate:

Geometry (e.g. table and chairs) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Table and Chairs\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Animation (e.g. ceiling fan) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Ceiling Fan\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Lighting (e.g. ambient and spotlights) \_\_\_\_\_\_\_\_\_\_\_\_Point light and spot light\_\_\_\_\_\_

Transparency (e.g. glass of soda) \_\_\_\_\_\_\_\_\_\_Glass\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Environment mapping (e.g. mirror) \_\_\_\_\_\_\_\_\_\_\_\_Mirror\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Texture mapping (e.g. art and door) \_\_\_\_\_\_\_\_\_\_\_\_\_Art, Door, Window, and Carpet\_\_\_\_

Describe the user controls available in your project:

There are first-person-like controls with WASD similar to Doom and Wolfenstein, and I was unable to implement vertical rotation of the camera. “L” will turn on and off the lights. “F” will turn on and off the fan.

List additional effects incorporated in the project (e.g. modified shaders, bumpmapping):

I was unable to implement any additional effects.

**I hope you enjoyed working on this project. Have a great break!**