CSC 321: Project 1, Airbrush grade sheet

Student name:

Grade sheet Airbrush			
Criteria	**Comment**	**Score**	**Possible**
Functionality (40)			
Constant function is correct			5
Linear function is correct (1 in the middle, decreases to 0 at the boundary)			5
Quadratic function is correct (1 in the middle, decreases to 0 at the boundary, has some form of r^2 in it)			6
Flow rate is correctly calculated.			9
Scan line or polygon or filtering correct -10 no fat lines/circles (scan lines) -5 incorrect concave polygons (polygons) -5 incorrect bounds checking (filter) -5 for each missing filter (filter)			15
Other errors encountered (up to -10)			0
Stability (20)			
Mask and drawing behaves correctly at boundary of screen			10
Crashes for other reasons (up to			

-10)			10
Efficiency (15)			
Uses mask			5
Only updates mask when necessary			5
Calls putPixel() only with necessary pixels and when necessary			5
Other			
Handin size was excessive (included .obj files, extra executables, etc.)			-5
Needs non-trivial changes to compile on Law 113 machine (makefile doesn't work, entire source tree not handed in, etc)			-10
Handin does not include up-to-date executable that runs on Law 113 machines			-4
Miscellaneous			
OpenGL Preview (10)			
5 for brush, 5 for whichever choice was implemented			10
Readme (10)			
A description of any additional classes, methods, or files you have added.			2
An image that you created.			2
A brief description of your mask implementation.			2
Complexity analysis of your main draw routine.			2

States which of the three additional drawing routines you implemented.			1
Explain how extra credits are done.			1
Extra credit			
Gaussian brush			5
Unique brush			0-5
Speed up			0-7
More than one of the options (Up to 15 per option)			15
Total			95