

CSC 321: Project 3, Camera grade sheet

Student name:

| Grade sheet Camera | | | |
|--|---------|-------|----------|
| Criteria | Comment | Score | Possible |
| Functionality (54) | | | |
| Fixed | | | 4 |
| Eye | | | 4 |
| Focus | | | 4 |
| Zoom | | | 4 |
| Roll | | | 4 |
| Near/Far | | | 4 |
| Keyboard: turn left/right (yaw) | | | 4 |
| Keyboard: move left/right/forward/backward/up/down | | | 12 |
| Keyboard: pitch up/down | | | 4 |
| Correctly calculates (and checks) inverse matrices | | | 10 |
| Debugging (5) | | | |
| Doesn't crash | | | 5 |
| Efficiency (10) | | | |
| When one of the matrices is changed, other matrices should be updated if necessary | | | 4 |
| The generic matrix inversion routine should not be used | | | 4 |
| If the orientation is changed, the scale matrix should not be | | | 2 |

| | | | |
|--|--|--|-----|
| updated | | | |
| Readme (6) | | | |
| A description of any additional classes, methods, or files you have added. | | | 2 |
| Any known bugs. | | | 2 |
| A brief description of any extra credit. | | | 2 |
| 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 | | | -4 |
| Miscellaneous | | | |
| Extra credit | | | |
| Orthographic or oblique mode | | | 5 |
| Center of projection, aspect ratio, skew (check for correct rotation under COP change) | | | 10 |
| Rotate around at point doesn't work (IBar) | | | 15 |
| Total (75) | | | 75 |