CSC 321: Project 5, Sceneview grade sheet

Student name:

Grade sheet Sceneview			
Criteria	**Comment**	**Score**	**Possible**
Scene file grade.			10
Functionality (60)			
Runs on test files.			10
Matrices. The objects do not appear in the correct position. An entire group of objects is shifted, but appears in a normal configuration. For example, the robot is intact, but shifted to the left. (-5) An entire group of objects is in the right place, but appears rotated incorrectly. (-5) The objects appear in a seemingly nonsensical order (matrices are incorrectly multiplied) (-15) The student does not correctly convert rotation angles to radians, this results in slight distortions of the scene, for instance, the robot appears smaller than it should and its legs are reversed. (-3)			20
Object attributes. The objects are rendered in a flat color. In this case, there is absolutely no shading, the objects appear almost as 2D polygons. (-4) The objects have shading but are rendered in the wrong color. The colors are being stored, but SetColor is not called/called with the wrong values. (-3) The objects are not instantiated correctly, e.g., a sphere appears where a cone should. (-3) They do not read and store object data not used in this assignment, i.e, specular, texture. (-3) They read and fully parse the object data, but they just don't store it (-1).			15
Parsing. A part of the scene is missing, i.e., they do not read and traverse the entire scenegraph (-15) No implementation of subgraphs. (-15) Subgraphs work in some cases but not in others (-5).			15
Camera There are no default values for the camera, i.e., when there is no camera, the student does not initialize one. (-3)			0
Other things wrong, such as the scene is not visible. In this case, you actually have to go into the code and see what the source of the problem is. If it is as small as not turning the lights on, subtract a small amount, but if the entire data structure is wrong or something, obviously subtract more.			
Stability (15)			
Doesn't crash			5
Correctly destroys data and does not leak memory when a new file is read in.			10
Efficiency (5)			

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Does not instantiate primitives more than once.			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			-4
Miscellaneous			
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
Extra credit			
Texture mapping			5
Added extra keyword that does something.			1-15
Total			96