

# CSC 321: Project 6, Ray grade sheet

Student name:

Grade sheet Assignment Ray			
Criteria	Comment	Score	Possible
<b>Functionality (51)</b>			
Lighting <ul style="list-style-type: none"> <li>• Normal doesn't use inv transpose (-8)</li> <li>• Doesn't do ambient/diffuse correctly (-4)</li> <li>• Doesn't do specular correctly (-4)</li> <li>• No specular exponent (-2)</li> <li>• Doesn't handle back-facing obj's correctly (-3)</li> <li>• Doesn't clamp values (-2)</li> <li>• Doesn't reset lights between scenes (-3)</li> <li>• Has schmootz (-3)</li> <li>• No or bad falloff (-3)</li> <li>• No shadows (-8)</li> <li>• Epsilon issues with shadows (-1)</li> <li>• Other lighting problems (up to 39)</li> </ul>			39
Incorrectly reflected ray			5
Recursion doesn't stop (no max depth check).			7
Misc. other deductions			0
<b>Stability (15)</b>			
Doesn't crash			5
Memory leaks			5
Doesn't stop rendering gracefully			5
<b>Efficiency (15)</b>			
Bad design decisions.			10
Illumination algorithm is duplicated in every primitive			5
<b>Other</b>			
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			
<b>Readme (6)</b>			
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
<b>Extra credit</b>			
Additional lighting			5-10
Texture mapping, approx. 2-5 pts per object, more points for using the tiling parameters, texture mapping end caps			20
Refractive transparency			7
Transparency			4
Oct-tree			10
Total			87