Project #4. Remeshing: ground plane and surface of rotation. Grading sheet. (Draft #1)

Student name: Grade date:

Student PID: Grader:

1. Ask: Was the program and PDF file turned in on time to gradescope? [0 pt]
2. Do the controls work?   View controls (arrows), Wireframe toggle: "w"; Cull backfaces, "c"; Mesh up and down (M/m); Normals (N). [2 pt]

3. Is the floor completely modelled? Does it re-mesh properly? Are the normals correct (must be upward). Is the initial still present? [8pt]

4. Is the surface of rotation completely modelled? Are the normals correct? Is the normal vector for the center vertex correct? Look from below in wireframe mode to see if culling is correct. Check the normals around the center peak, in the "valley" and at the rim, and that they line up radially. [10pt]

5. Examine the code. Any unusual features or methods? Check:
   a. Does the floor have the right number of vertices? [-4 pt if not]
   b. Does the circular mesh have the right number of vertices? Does the elements array have the right number of entries? [-4pt if not]
   c. Did they use floats to control any loops? [-1 if the floats are integer valued. -4pt o/w]
   d. Did they need to use glFrontFace()? If so, may need fixing for Project 5. [0 pt]
   e. Is the code more complicated than ideal; substantially harder than the suggested code? Say with extra case testing, such as "j%2"? Or is it simpler? (e.g, floor's elements array formed with only a single loop). [0pt]
   f. Did the initial change from Project 3? (Ask) If so, why?

6. Discuss. Where did the student get stuck on parts of the assignment? What aspects were the hardest? Was the floor meshing easy, medium hard or very hard? Was the circular surface meshing fairly easy, medium hard, or very hard? [0 pt]

   Grade (0-20):

   Grade is subject to review.

(Grader keeps this sheet for grade recording. Student may photograph if wants a copy.)