Project #6. Texture Maps and Procedural Texture project. Grading sheet. (Draft version)

Student name: **Grade date:**

Student PID: **Grader:**

1. **Ask: Did the project turned into gradescope? On time? Did the student have an extension? [0 pt]**
2. **Does the back wall have the brick texture applied properly?   [2pt]**

3. **Do the two spheres have good texture maps? Are they different than the supplied Earth/Jupiter textures? Does the cylinder have a correctly applied texture map? On both the sides and the two ends? Does it use different textures than the supplied ones [4pts]**

4. **Does the surface of rotation have a correctly applied texture map? Does it correctly use texture coordinates to select a circular part of the texture? Is it different than the supplied texture map? Does it look good in the lights? [4pts]**

5. **Procedural texture. Does the program implement a procedural texture at least comparable (more-or-less) to the "F" shape in complexity? Describe. [4pts]**

6. **Creative/technical aspects. (a) Is the overall balance of light OK and the scene attractive? Not overly dark or overly bright? (b) Are specular highlights visible on most surfaces (except possibly the back wall or the floor), at least in some lighting conditions? Was a darker material used for any textures? (c) Are there new textures? Are they attractive/creative? (d) Is there a procedural texture that is more complicated or more attractive than the supplied "F" code. [Up to 2pts for each of (a), (b), (c) and (d). Overall project score maxes out at 20 however.]**

7. **Optional: Look at the aliasing problem with the back wall when mipmapping is turned off.**
8. **Optional: Ask to see something in their code, e.g. the procedural texture. Is there anything else the student wants to discuss? [0pt]**

9. **Grade (0-20, max is 20):**

    Grade is subject to review.

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