

Homework 3 & 4 grades

Section	StID	Scene	Texture	Lighting	FileName & Multiple Submissions	Bonus	Notes	Score	
		30	15	15					
1	0142809						texture images are not attached no lighting effects lighting can't be disabled		see me
1	0146236						lighting effects not set properly lighting can't be disabled texture not implemented properly		see me
1	0154762	22	15	5	-10		DrawRectWall1 & DrawRectWall1 not centered at origin push and pop shouldn't go inside drawing functions	32	
1	0151929						lighting effects not set properly		
1	0152293								
1	0152352	30	5	5			lighting effects not set properly	40	
1	0156659						texture not implemented properly		
1	0152434	30	15	8		5	all object must be drawn centered at origin lighting effects is not apparent	58	
1	0152650	30	15	15				60	
2	0151277								
1	0152694	30	15	12	-7			50	
1	0151444								
1	0155351	30	15	15				70	
1	0156518								
1	0165306								
1	0163306	30	15	15		10		70	
1	0163323	30	15	8		4	lighting effects is not apparent	57	
1	0163550								
1	0163329	30	12	8	-5		a student ID is not included only two textures	45	
1	0166292						lighting effects is not apparent texture can't be disabled		
1	0163297							0	
1	0163335							0	see me

Section		Scene	Texture	Lighting	FileName & Multiple Submissions	Bonus	Notes	Score
	StID	30	15	15				
2	0163721						run-time errors	
1	0163510	30	15	15		10		70
2	0163700							
1	0163538	30	15	15		10	draw.h is not attached	70
1	0165419	30	0	0		7	lighting effects not implemented texture not implemented properly	37
1	0168407	20	15	5			break; is missing line:921, 925 why y rotation has been changed? lighting effects is not apparent not enough objects for a group of 4	40
1	0163509							
1	0164280							
1	0163358							
2	0145747	22	12	5			some texture images are not attached lighting effects is not apparent all object must be drawn centered at origin	39
1	2130196							
2	0147426	25	15	12			all object must be drawn centered at origin lighting effects is not apparent	52
2	0156030							
2	0157278							
2	0164155							
2	0161294	30	15	10		10	lighting effects is not apparent why y rotation has been changed?	65
1	0163195							
2	0161536	30	15	15				60
2	0164738							
2	0157369							
2	0163874	30	0	15			texture is not properly implemented	45
2	0163972	30	15	15		10		70
2	0164160	30	10	15			texture is not properly set on Cubes	55
2	0164199							
2	0161132							
2	0164260	30	15	0			lighting is not properly implemented	45
2	0164088							
2	0163176							
1	0152390							
2	0165365							

Section	StID	Scene	Texture	Lighting	FileName & Multiple Submissions	Bonus	Notes	Score
		30	15	15				
1	0151375	30	15	15		5		65
2	0163444							
2	0166851	30	15	15				60
2	0151188							
2	0151293	30	15	15				60
2	0167513							
1	0163654	30	15	10			lighting effects is not so apparent	55
2	0168247							
2	0163186	30	15	15		10		70
1	0152544							
2	0164126	30	15	15	-5			55
2	0157636							
2	0153687	30	15	0	-3		lighting is not implemented	42
2	0173726							
1	0152561	30	0	8			lighting is not properly implemented	38
1	0163942	30	0	0		10		40
2	0150398						.cpp is not submitted	0
2	0144700	15					not enough objects for a group of 2 students	15
2	0142999							
2	0126344							

see me