

## Computer Graphics - sec 2 (9:30 - 11)

الرقم الجامعي		Hw3	Latness	Score (25)
0105486	No cylinder	20	-8	<b>12</b>
0116468				
0122293	What glRotatef for?	See me	-5	<b>See me</b>
0122295	No cylinder, no cone	17	-2	<b>15</b>
0125046	Walls not drawn around origin No cylinder Table legs are off Cone is off	10		<b>10</b>
0126344	Walls not drawn around origin no teapot no lamp legs are off	6	-5	<b>1</b>
0127006	What glRotatef for?	See me		<b>See me</b>
0127682				
0129368				
0129547	What glRotatef for?		Too late	<b>0</b>
0139822		25		<b>25</b>
0140514	What glRotatef for? Lamp base is sphere not cylinder Table is a little off What double thickness for?	16		<b>16</b>
0140792	No cylinder	20		<b>20</b>
0141276				<b>0</b>
0141469		25		<b>25</b>
0141785		25		<b>25</b>
0142122		25		<b>25</b>
0142763		25		<b>25</b>
0142829		25		<b>25</b>
0142838	Walls not drawn around origin Why GLUquadricObj *p used in all functions?	18		<b>18</b>
0143136	Walls not drawn around origin	See me		<b>See me</b>
0143156				
0144690		25		<b>25</b>
0144992				
0145743				
0146005	Walls not drawn around origin	0	Too late	<b>0</b>
0146901		23		<b>23</b>
0147293				
0152424				
0156820	Cylinder and cone are a little off	22		<b>22</b>
2110152				
2120165				
2121110				
2130964		25		<b>25</b>