CS450/550 — Project Grading Criteria

After reading your project proposals, I have developed the following grading criteria for the projects.

For modeling with 3D-studio or POVRay:

C: A single scene with shaded objects. At least 5 different objects.

B: Either simple animation or ray tracing of a single scene. Simple animation involves one moving component: moving camera, moving light source, or moving object in scene. At least 20 frames.

A: Complex ray-traced scene OR single scene with texture mapping or fractals OR longer animation (90 frames or more).

All animations require MPEG movies.

For modeling with DX:

C: A single scene with at least 5 different objects.

B: More complex scene. Some objects are not polygonal meshes (e.g., figures of rotation, quadrics, superquadrics).

A: Complex scene with animation

All animations require MPEG movies.

For modeling with Pokorny code:

C: A single scene with at least 5 different objects. Must handle occlusion (objects in front of other objects).

B: A more complex scene or else introduce simple animation or ray tracing.

A: A complex scene with animation.

All animations require MPEG movies

For data visualization with DX:

C: Data correctly generated (or read into DX) and rendered in some way.

B: Data visualized statically to make some point or reveal some property of the data.

A: Data visualized dynamically (or with complex techniques such as streamlines, color mapping).

CS550 Grading Criteria

Each grade above should be decreased by one level (A→B, B→C)

Modeling with 3D-studio or POVRay:

A: Animation with more than one ray-traced scene or more complex animation involving interacting objects.

Modeling with DX or Pokorny code

A: More complex animation involving interacting objects.

Data visualization in DX:

A: Animated visualization as an MPEG slide show. Each frame should have captions to make points about the data.