CS380 - PA5

2014. 5. 15

Goal

- Software rendering
  - Clipping
  - Rasterization
  - Object depth
  - Linear interpolation

- Rectangle and sphere

What TAs want?

- 1. show
- 2. show
- 3. show
- 4. show
- 5. show

- If you show right output, get all points.
- Please, check reference file.

Point list

- 1. lighting (10%)
- 2. clipping (15%)
- 3. triangulation (15%)
- 4. rasterization (20%)
- 5. z-buffer (depth check) (5%)
- 6. comment point (20%)
- 7. readme point + basis point(5% + 10%)
- In case of sphere, also check time.
- Look carefully at the comment in Skeleton-code

What is comment/readme point?

- Take responsibility for your coding.
    - Why do you build the algorithm this way?
    - Not small thing but CORE
    - 5% point per each item (2~5)

- State a your achievement in readme
    - Ex) clipping OK, but z-buffer NO, rasterization almost OK, but something is wrong.
    - If you tell Yes, but code is something wrong, you get minus point in readme point.

possible minus point

- 1. slow motion
  - X, but reasonable within 5 sec.
- 2. color
  - X
- 3. distortion object
  - O
- 4. late submission
  - OOOOOOOOOO
  - Please don't be late.
  - 50% minus

advice

- Start early!
- deadline
  - 2014. 5.30. PM11:59
- Maybe 2 sessions for PA5
  - 5/20 and 5/27 (Tue)
  - 19:00 ~ 21:00
  - E3-1 3446
  - Please contact in advance
- Use Noah board
  - previous year course