

## Final project rubric CSC 471 Final project presentation

**Your name:**

**Speakers name:**

Please be honest and fair in your judgment of projects.

Mark an x for any of the below “class essentials” found in the project and designate if the item is barely present to strongly present (strongly present implies some new aspect has been explored then just those present in previous projects – i.e for lighting a spot light). Note that some projects may be completely “off rubric” we will discuss this, if you are not clear, ask:

Hierarchical modeling

1 (5 pts)	2 (7 pts)	3 (10 pts)

Lighting

1 (5 pts)	2 (7 pts)	3 (10 pts)

Camera control

1 (5 pts)	2 (7 pts)	3 (10 pts)

GUI (graphical user interface)

1 (5 pts)	2 (7 pts)	3 (10 pts)

Rigid body animation

1 (5 pts)	2 (7 pts)	3 (10 pts)

Mark an x for any of the below “class extras” found in the project

	Texture mapping
	Collision detection
	Sound
	Curve interpolation
	Animating effect (explosions)
	Keeping track of gameplay
	AI
	Bitmapped text
	Display lists or other optimization (other than backface culling)
	Creativity

Something completely new? Specify what the effect was:

When using a numeric rating, use the following scale 1-5: 1= weak/disagree, 2=okay/mildly disagree, 3=good/kind of agree, 4=very good/strongly agree, 5=excellent/definitely agree. Use an "x" to mark appropriate boxes or circle appropriate answers and add comments where relevant.

Was the projects goals and outcomes clear?

1	2	3	4	5
1	2	3	4	5

Overall, how would you rate this project?

1	2	3	4	5

Say briefly why? (comment)